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# UTILITY PATENT APPLICATION TRANSMITTAL

(Only for new nonprovisional applications under 37 C.F.R. § 1.53(b))

Attorney Docket No. MS-43/1(116648.1)

First Inventor or Application Identifier R. VENKATESAN

Title A LICENSE-BASED CRYPTOGRAPHIC TECHNIQUE, PARTICULARLY SUITED FOR USE IN A DIGITAL ...

Express Mail Label No. EL344854624US

## APPLICATION ELEMENTS

See MPEP chapter 600 concerning utility patent application contents.

1. ☒ \* Fee Transmittal Form ~~xxx PTO/SB/17~~ (2 pgs.)  
(Submit an original and a duplicate for fee processing)

2. ☒ Specification [Total Pages 151]  
(preferred arrangement set forth below)

- Descriptive title of the Invention
- Cross References to Related Applications
- Statement Regarding Fed sponsored R & D
- Reference to Microfiche Appendix
- Background of the Invention
- Brief Summary of the Invention
- Brief Description of the Drawings (if filed)
- Detailed Description
- Claim(s)
- Abstract of the Disclosure

3. ☒ Drawing(s) (35 U.S.C. 113) [Total Sheets 16]

4. Oath or Declaration w/Power [Total Pages 4]

- a. ☒ Newly executed (original or copy)
- b. ☐ Copy from a prior application (37 C.F.R. § 1.63(d))  
(for continuation/divisional with Box 16 completed)

- i. ☐ DELETION OF INVENTOR(S)  
Signed statement attached deleting inventor(s) named in the prior application, see 37 C.F.R. §§ 1.63(d)(2) and 1.33(b).

\* NOTE FOR ITEMS 1 & 13: IN ORDER TO BE ENTITLED TO PAY SMALL ENTITY FEES, A SMALL ENTITY STATEMENT IS REQUIRED (37 C.F.R. § 1.27), EXCEPT IF ONE FILED IN A PRIOR APPLICATION IS RELIED UPON (37 C.F.R. § 1.28).

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Washington, DC 20231

5. ☐ Microfiche Computer Program (Appendix)
6. Nucleotide and/or Amino Acid Sequence Submission (if applicable, all necessary)
- a. ☐ Computer Readable Copy
  - b. ☐ Paper Copy (identical to computer copy)
  - c. ☐ Statement verifying identity of above copies

## ACCOMPANYING APPLICATION PARTS

7. ☒ Assignment Papers (cover sheet & document(s))
8. ☐ 37 C.F.R. § 3.73(b) Statement of Power of Attorney (when there is an assignee)
9. ☐ English Translation Document (if applicable)
10. ☐ Information Disclosure Statement (IDS)/PTO-1449 ☐ Copies of IDS Citations
11. ☐ Preliminary Amendment
12. ☒ Return Receipt Postcard (MPEP 503) (2 ea.)  
(Should be specifically itemized)
13. ☐ \* Small Entity Statement(s) filed in prior application, Status still proper and desired (PTO/SB/09-12)
14. ☐ Certified Copy of Priority Document(s) (if foreign priority is claimed)
15. ☐ Other: \_\_\_\_\_

16. If a CONTINUING APPLICATION, check appropriate box, and supply the requisite information below and in a preliminary amendment:

☐ Continuation ☐ Divisional ☐ Continuation-in-part (CIP) of prior application No: \_\_\_\_\_

Prior application information: Examiner \_\_\_\_\_

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**Doc. No. MS-43/1(116648.1)**

May 20, 1999

**PATENT APPLICATION**

Assistant Commissioner of Patents  
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Washington, D.C. 20231

Sir:

Enclosed herewith for filing is the following  
**utility patent application:**

Applicants: **Ramarathnam VENKATESAN, Yacov YACOBI**

Title: **A LICENSE-BASED CRYPTOGRAPHIC TECHNIQUE, PARTICULARLY  
SUITED FOR USE IN A DIGITAL RIGHTS MANAGEMENT SYSTEM,  
FOR CONTROLLING ACCESS AND USE OF BORE RESISTANT  
SOFTWARE OBJECTS IN A CLIENT COMPUTER**

Total pages of specification: 151 (including 50 pages of  
claims [1-191] and 2 pages  
of abstract)

Sheets of drawing: 16 (FIGs. 1-19)

Executed on: **May 18, 1999**

Docket No.: **MS-43/1(116648.1)**

**PATENT APPLICATION FILING FEE CALCULATION**

	<u>No. Filed</u>	<u>Less</u>	<u>Rate/Claim</u>	<u>Fee</u>
Total				
Claims	<u>191</u>	-20	171 x \$18.00	\$ 3,078.00
Independent				
Claims	<u>8</u>	-3	5 x \$78.00	\$ 390.00
Minimum Filing Fee				\$ 760.00
Multiple Dependency Fee (if applicable - \$260.00)				\$ 00.00

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- Check;
- XX Utility Patent Application Transmittal;
- XX A Recordation Form Cover Sheet and an Assignment of  
the application to: Microsoft Corporation  
(4 pages);
- Oath;
- XX Declaration and Power of Attorney (4 pages);
- Disclosure Statement, modified PTO-1449 (pages),  
cited references ( references);
- Letter referencing previously filed disclosure  
document; number \_\_\_\_\_ filed \_\_\_\_\_;
- Verified Statement Claiming Small Entity Status;
- Claim to priority (**as noted below and included  
in declaration**):
- Patent Application**
- Serial Number \_\_\_\_\_ Filing date \_\_\_\_\_
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priority is made; and

**A LICENSE-BASED CRYPTOGRAPHIC TECHNIQUE, PARTICULARLY  
SUITED FOR USE IN A DIGITAL RIGHTS MANAGEMENT SYSTEM,  
FOR CONTROLLING ACCESS AND USE OF BORE RESISTANT  
SOFTWARE OBJECTS IN A CLIENT COMPUTER**

BACKGROUND OF THE DISCLOSURE

1. Field of the Invention

5           The invention relates to cryptography,  
particularly a technique including both apparatus and an  
accompanying method, for imparting to passive and active  
software objects, such as correspondingly content and  
executable code, a substantial degree of protection  
10 against break-once-run-everywhere (BORE) attacks and for  
restricting access and use of resulting protected objects  
that have been, e.g., downloaded, via a networked  
connection, to a client computer. Such a technique is  
particularly, though not exclusively, suited for use in a  
15 digital rights management (DRM) system executing in the  
client computer.

2. Description of the Prior Art

20           Content, such as video and audio recordings,  
and other multi-media presentations, is increasingly  
being provided to consumers in digital form. Digital  
recordings provide enhanced clarity, attributable in part  
to a substantially diminished noise level, over that  
25 commonly provided by conventional analog media.  
Facilitating this trend is an increasing availability,



from a wide range of manufacturers, of relatively economical consumer-oriented digital recording and playback equipment, such as, for example, those employing compact disc (CD) and digital audio tape (DAT) formats.

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Unfortunately, the very characteristics of digital content that make it quite attractive to consumers also significantly foster its illicit duplication, i.e., piracy. In that regard, by virtue of digitized data which embodies content on a legitimate copy, whether that data constitutes, e.g., a sound recording, a video recording or a photograph, each subsequent copy of that data will, for all practical purposes, exactly match the original content; thus, providing the same fidelity as the legitimate copy. Hence, a pirate, having access to a legitimate copy, could, rather readily, massively produce illicit copies that, at least from a standpoint of its content, might not be distinguishable from its legitimate copy. Obviously, the ease with which such high quality illicit copies could be generated has caused substantial alarm among content providers, particularly given a substantial loss of revenues that could result from lost sales attributable to widespread piracy.

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One of the oldest and usually least effective techniques used to deter illicit copying is simply to append a copyright and other legal proprietary rights notices to an object as distributed on mass (magnetic or optical) media. The intention in doing so is to place a third party on notice that a copy of that object, as

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embodied in the media, is legally protected and that its publisher may take legal action to enforce its rights in the object against that party to prevent illicit copying. While these notices are often necessary in many  
5 jurisdictions to secure full legal remedies against illicit copying, in practice, these notices have provided little, if any, real protection against third party copying. In that regard, in those countries with relatively lax enforcement of intellectual property  
10 rights, sales lost to illicit copying of an object, such as a popular movie or audio recording, often significantly dwarf legitimate sales of the same object.

As such, these providers, typified by, e.g.,  
15 movie studios and music publishers, have turned to technical rather than just legal approaches to deter illicit copying.

In that regard, these providers have recently  
20 persuaded hardware manufacturers, of consumer electronic audio and video recording devices, to incorporate appropriate copy-protect circuitry into their products, such as DAT recorders, to actively limit an amount through which content stored on digital media, such as a  
25 DAT, containing a legitimately purchased copy, can itself be copied further. In that regard, data encoded on the legitimate copy is read by the copy-protect circuitry in a DAT recorder and used to essentially inhibit that recorder from making more than one copy of that content  
30 onto another DAT.

Widespread use of the Internet is a rather recent development that is also significantly fueling the expanding use of digital content. Given the availability of relatively inexpensive but rather sophisticated  
5 personal computers with attendant web browsers and multi-media players and the widespread global proliferation of inexpensive consumer Internet connections, the Internet is emerging as an excellent vehicle through which content publishers can  
10 cost-effectively distribute content to large numbers of customers -- regardless of where these customers are located. This content can range from audio or video clips, to recorded songs to entire movies. Software, in the form of application programs, is increasingly being  
15 distributed through the Internet to the consuming public. However, the number of consumers that purchase software in this manner is currently rather small, though rapidly growing, compared to those that obtain physically packaged software through a more conventional  
20 distribution channel.

PCs, being general purpose in nature, do not contain copy-protect circuitry of the type used with, e.g., DAT recorders. Hence, conventional  
25 hardware-centric anti-piracy measures, such as those used with DAT and other consumer recording devices, are simply ineffective to preclude illicit copying of digital content distributed over the Internet. Thus, content providers are once again faced with a possible attendant  
30 loss of substantial revenues, though through a different distributional vehicle, due to illicit copying.

Hence, extensive effort is currently underway in the art and aimed at developing a so-called "digital rights management" (DRM) initiative to counter expected piracy of Internet accessible content.

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Underlying this initiative is a basic concept, akin to that in copyright, of bifurcating ownership of those bits themselves, that constitute a content object, from rights to use these bits. This use can encompass, e.g., rendering that object, in the case of passive content, or executing that object in the case of an active object containing executable code. As presently envisioned in the art, the DRM initiative would permit any individual to freely and at no cost access and download, through his(her) client PC, a file containing a desired object from a web site associated with a corresponding publisher. Once downloaded, ownership of the content bits themselves would pass to the individual, i.e., an "owner". However, the rights to use the object contained in the file would remain with the publisher of the object and be licensed to the owner of the bits based on a license fee paid to the publisher by that owner. By remitting a certain fee, typically through an Internet transaction, the owner would be provided with a software license which delineates the rights to which that owner can then use these bits. For example, in the case of a downloaded song, for a relatively modest fee, the license may permit the owner to play the object, here content for the song, just once. For a larger fee, the license may permit the owner to play that song a certain number of times or freely play the song during a certain time

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period, such as a week or month. For an even larger fee, the license may be configured to permit the owner to play the song on an unlimited basis, i.e., as much as (s)he wants and whenever (s)he wants.

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In particular, the downloaded file would contain a software "lock" of some sort which inhibits the client PC from suitably handling an object contained in that file, such as, in the case of a video clip, locally rendering the object on a computer display.

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Once the owner downloads a desired file, then, through a separate transaction conducted with a publisher of the object contained in that file, such as a music publisher, (s)he would receive and locally store a software certificate from the publisher. The certificate would contain the software implemented license as well as a suitable secret value ("secret"). As noted above, the license would specify, in view of the license fee paid by the owner, a degree of access (license grant) to which that owner is given to the object. When the owner desires to subsequently access and use the content, appropriate software, e.g., a DRM process, executing in the client PC would first obtain the certificate from local storage; ascertain, from conditions of the license grant set forth in the certificate, whether the desired access and use is allowed; and then, if so, use the secret to unlock the object, and finally permit the object to be subsequently handled, such as played in the case of a passive audio clip, as desired by the user and in accordance with the license grant. Any object that

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did not contain an appropriate software "lock" would be unaffected by a DRM process; that process would essentially ignore that object and hence not restrict its subsequent use.

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While widespread adoption of the DRM initiative, as least as broadly envisioned, is expected to appreciably restrain illicit copying of Internet distributed software objects, underlying this initiative is the development and use of a practical and effective locking mechanism, particularly one employing cryptographic encryption, for use with such objects. Thusfar, the art fails to teach such a mechanism.

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Traditionally, cryptographic measures have involved encrypting a plaintext object -- whether it be a message or a document, in some fashion, into a ciphertext object through a cryptographic algorithm, i.e., a so-called "cipher", that relies on a secret value (henceforth just a "secret"). Depending on the specific cipher used, this secret can be, e.g., a simple key known only to a sender and a recipient, or can be a private key of a public/private key pair. Upon receipt of the ciphertext object, each such individual would then convert the ciphertext object, through a process, inverse to that of the cipher, using his(her) secret, to yield the plaintext object.

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While these traditional cryptographic measures, depending on the particular cipher used, can be extremely secure against third-party cipher attacks, they are

ill-suited for use for distributing objects, such as content files, to massive numbers of recipients, particularly to individual PCs.

5           In that regard, sophisticated cryptographic ciphers, such as those using, e.g., so-called RSA (Rivest-Shamir-Adelman) or Diffie-Hellman type ciphers, exist for decrypting ciphertext. Though these ciphers are extremely secure, because of their nature, they are  
10 not suited for use in encrypting large objects, i.e., performing bulk encryption. Furthermore and importantly, if an object were to be protected through use of appending a digital signature to that object, even a signature computed using, e.g., RSA, a pirate could  
15 easily remove that signature from the file containing the object and thereby gain unfettered access to an underlying unprotected object.

20           Therefore, faced with these deficiencies, the art, in the context of digital rights management, appears to be considering the use of watermarking. In essence, a watermark is an identifier that, in the context of a software object, would be tightly integrated into that object but would not be discernible to a third party.  
25 Furthermore, that party will likely experience considerably more difficulty in removing a correctly implemented watermark from a software object than removing a digital signature.

30           When the object is accessed, a cryptographic process, using a secret provided in a DRM certificate,

would reveal the presence of the watermark embedded in the object and then detect its value. The secret would define an approximate location (e.g. in the time and frequency domain) at which the watermark can be found.

5 If the correct watermark were then detected, i.e., an identical match then existed between the watermark embedded in the object and its expected value provided in the license, the DRM process would then "unlock" that object.

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Disadvantageously, this approach relies on embedding a single watermark into an object. If a pirate were to discover the watermark -- even in view of its difficulty of detection, thus breaking the "lock", the  
15 pirate could then excise the watermark from the object, and illicitly copy the object and massively distribute resulting illicit copies free and clear of any restriction on their use otherwise imposed through digital rights management. Any recipient of such an  
20 illicit copy of the object could, in turn, make copies of that object and further distribute those copies free and clear of its prior software "lock", and so forth with subsequent recipients. Thus, the watermarked object could be susceptible to what we refer to as a  
25 "break-once-run-everywhere" (BORE) attack. Through such a successful attack, once the pirate uncovers the single cryptographic parameter, in this case a watermark, protecting the object, (s)he then possesses the unprotected object at which point the publisher has  
30 effectively ceded significant control over consumer access and use of that object to the pirate. Hence,



protection that a content publisher would otherwise gain through use of digital rights management, at least with respect to the illicit copies, would be completely lost.

5           However, given enough resources, particularly processing capacity, money and time, a pirate could break the watermark, thus nullifying protection afforded by digital rights management. If sufficient demand exists in the marketplace for a given object -- which is  
10 particularly true for a popular feature length movie, then the pirate may well have adequate economic motivation to incur the investment in time, cost and effort needed to break the watermark. In that regard, the pirate will likely incur the investment if the  
15 resulting gains to be had through illicit copying sufficiently outweigh all the associated costs of time, effort and money needed to break the watermark and make and distribute the illicit copies.

20           BORE attacks, against watermarked objects, are not limited to pirates but can also arise from third-party "hackers", i.e., individuals who are often not motivated by monetary gain but do possess sufficient expertise and computing resources to break cryptographic  
25 protection and post, on the Internet, a resulting unprotected object for widespread distribution.

30           Nevertheless, the DRM initiative holds significant promise as a mechanism that will sufficiently restrict illicit copying of Internet accessible software objects and hopefully, by doing so, assure a sufficient

financial return to publishers of those objects for their  
legitimate consumer access and use. Moreover, DRM, if  
adopted, should facilitate increased use of the Internet  
as a cost-effective mechanism for distributing software  
objects to a large universe of consumers.

However, for DRM to be effective against  
attempted piracy, a serious need exists in the art for an  
adequate software "lock" that can be utilized with  
software objects. The lock must be sufficiently  
resistant to BORE attacks such that substantial costs  
would be incurred by any third-party, particularly a  
pirate, who attempts to break the lock -- costs that are  
sufficiently high as to outweigh any likely financial  
gain to be had from illicit copying. Moreover, the  
"lock" should be sufficiently difficult to detect and  
sufficiently robust to withstand attack from "hackers".  
Furthermore, the "lock" should be practical, particularly  
when used with large software objects, and not require a  
separate secret for each different recipient.

#### SUMMARY OF THE INVENTION

Our present invention advantageously satisfies  
this need and overcomes the deficiencies in the art  
through creation of our inventive "BORE" resistant object  
and our inventive use of that object as part of a digital  
rights management system in a client computer, such as a  
client personal computer (PC).

In essence and in accordance with our inventive teachings, a BORE resistant object is created by embedding a relatively large number,  $n$ , of identical watermarks throughout a single software object, through use of  $n$  different secret watermark keys. Each of these watermark keys defines a starting location (e.g., in time, space or frequency) in a protected object (or, in a general sense, a pointer to a location in that object) at which a corresponding watermark appears. Once a user has downloaded the protected object through a client computer, the user then transacts with publisher's web server to obtain an electronic license, cryptographically signed by the publisher to an "enforcer" located in that computer, which specifies access rights, which the publisher accords to this client computer, and the watermark value. The client computer contains an enforcer equipped with only one of the  $n$  watermark keys. Whenever the client computer attempts to access a file containing a protected object, the enforcer examines the object using its secret watermark key. If the object contains a watermark appearing at a location specified by the enforcer's watermark key, a client operating system accesses a license database to determine whether a signed license made to the enforcer and linked, via the publisher's cryptographic signature, to this protected object resides in that database. A value of a parameter in the license must match a value of the same parameter contained in a watermark detected in the object. In that regard, the license must be signed by the publisher specified in the watermark and made to a product identification (PID) value that appears in the watermark.

Thus, the watermark effectively becomes "glue" between the protected object and its license. If no such license exists, the enforcer inhibits any further access to the object. Otherwise, the enforcer determines whether the watermark value contained in the license matches that detected in the object, and, if so, permits access to the object in accordance with the rights specified in the license. The object can be either an active (executable) or a passive (content) software object.

In particular, the publisher of a given object not only sets the value of the watermark itself -- typically to a concatenation of a vendor (publisher) identification (VID) value and the PID value -- but also provides that value to a third-party watermarking authority (WA), along with an unwatermarked copy of that object (O). The WA then embeds the watermark n times, each beginning in a starting location determined by a corresponding different one of the secret keys, throughout the object in order to yield the watermarked object ( $O^{WM}$ ). All n watermark keys are generated by the WA and are identical across all objects that are to be protected, regardless of their corresponding publishers. These keys are generated once and will be universally used for a relatively long, but finite period, for all objects, from whatever publisher or source, that are to be protected.

Once the WA watermarks a particular object (O), it then provides a resulting watermarked version of that object ( $O^{WM}$ ) back to its publisher. The publisher, in

turn, replicates the watermarked object as often as needed, and, if desired, serializes each resulting copy, by embedding a single so-called "fingerprint" value in each resulting copy. The fingerprint only occurs once in  
5 any copy with its value being unique to that copy. Once a copy has been fingerprinted (to yield object  $O_f^{WM}$ ), the publisher then encrypts the fingerprinted, watermarked copy typically using a symmetric encryption cryptosystem. The publisher then distributes resulting encrypted,  
10 fingerprinted and watermarked copies of the object ( $O_{fe}^{WM}$ ) at no-cost to requesting users, specifically to a client PC operated by each such user.

After a user has downloaded a watermarked  
15 object, then, in order to use that object, the user, through his(her) client PC, electronically transacts, through the Internet, with publisher's web server. In return for payment of a specific licensing fee to the publisher, this web server downloads to the client PC an  
20 electronic license (L), cryptographically signed by the publisher to the enforcer located in that PC. The license contains a rights vector, which specifies particular access rights which the publisher accords to this client PC, the product identification value (PID)  
25 for the licensed object and a symmetric encryption key.

Each such client PC contains an enforcer as part of a DRM system. From a data perspective, the enforcer is sited within a critical processing path, in  
30 the client PC, for the object, and specifically in a path that is difficult to bypass. The location of the

enforcer, i.e., within a client O/S or a media card,  
depends on whether the object is passive or active. The  
enforcer is equipped with only one of the n secret  
watermark keys. This particular key will have been  
5 previously provided to the enforcer by the watermarking  
authority.

Whenever the client PC attempts to access a  
file containing a watermarked (protected) object then  
10 residing in that PC, the enforcer in that PC examines the  
object, using its secret watermark key, to determine  
whether that object is, in fact, watermarked. If the  
object is not watermarked, then the enforcer permits the  
client PC to freely access the object, as desired by the  
15 user. Alternatively, if the object contains a watermark  
starting in relative location given by the enforcer's  
watermark key, then the enforcer so notifies the client  
O/S executing in the client PC. The client O/S accesses  
a license database to determine whether a signed license  
20 made to the enforcer and linked, via the publisher's  
cryptographic signature, to this protected object then  
exists in that database. If no such license is found,  
the enforcer inhibits any further access to the object,  
thus precluding any further use of that object by the  
25 client O/S or media card, as appropriate. Alternatively,  
if such a license is found, the enforcer determines  
whether the VID and PID values supplied in a header  
associated with the object and contained in the license  
itself, respectively, match those detected in the  
30 watermark contained in the object. If both match, then

the enforcer permits access to the object in accordance with the specific usage rights specified in the license.

Advantageously and as a feature of our invention, by watermarking software through our inventive BORE resistant manner, the resulting object becomes substantially more difficult for an adversary to successfully break.

In that regard, by embedding  $n$  different watermarks into a single object and not labeling each client PC as to the specific watermark key it contains, the adversary is required to break not just one client PC to obtain its own embedded watermark key but substantially more than  $n$  such PCs to obtain all their embedded watermark keys. As such, if an adversary is to obtain a sufficient number of these keys such that it can successfully defeat the BORE resistant protection with a sufficiently high probability of success, i.e., to permit a BORE-resistant object to be used by a sufficiently large number of client PCs regardless of any license restrictions, that adversary will need to break a number of client PCs that exceeds the value of  $n$  by at least 1-2 orders of magnitude.

The sheer magnitude of the costs associated with successfully breaking a sufficient number of client PCs to completely frustrate BORE-resistant protection effectively precludes successful broad-based attacks on BORE-resistant DRM systems. Consequently, piratical acts are far more likely to occur on a far more limited basis,

such as through gaining unauthorized access to a small number of watermark keys. In that regard, if an adversary were to break the protection afforded by only a single client PC and learn its embedded watermark key, then only 1/n of an installed base of client PCs, that can handle BORE-resistant objects, would be compromised.

Furthermore, as an advantageous feature of our invention, our inventive technique effectively contains these attacks and, over time, through periodic expiration of watermark keys and selective key replacement, significantly diminishes on-going effectiveness of such compromises.

Specifically, should a publisher learn that a particular object was being pirated, then by simply obtaining a copy of the pirated object, the publisher could readily detect the fingerprint in that object. By querying its user database, the publisher could learn the identity of the client PC that the pirate used, in some fashion, to commit piracy. The publisher could then instruct the WA to revoke the watermark (old) key used by the particular client PC. All client PCs sharing that key, with exception of the particular client PC used by the pirate, will get a new watermark key. For a relatively long period of time, old and new watermark keys will co-exist to enable other objects watermarked with the old key to be accessed and used. However, new objects will be watermarked with the new key. In addition, the particular client PC used by the pirate may



be "hot-listed" to limit its rights to access and/or use protected objects.

Watermark keys routinely expire after a given interval of time, as determined by, e.g., the WA, elapses. When such a key expires, an internal key manager process executing in the enforcer requires the client PC to contact the WA to obtain a replacement watermark key.

As a feature of our invention, if a watermark key has been compromised by a third party, our invention reduces, if not, over time, halts, a rapidly expanding security breach of protected objects that would otherwise and conventionally occur when knowledge of their compromised key spreads throughout a large user community. Advantageously, our invention also accommodates existing needs of "innocent" users who continue to access and use those protected objects that require this key. Our invention accomplishes this by phasing out, over time, use of the compromised key and limiting its applicability to only those existing objects that have already been protected with this key.

Specifically, in the event that an existing watermark key is compromised, then that key is not immediately revoked and removed from service. To accommodate such innocent users, a watermark key can be associated with issue and expiration times  $T_i$  and  $T_e$  at which the key has been issued and will expire, respectively. Hence, a watermark key,  $K$ , can be issued

as a triple  $(K, T_i, T_e)$  and, to frustrate its tampering or detection, can be stored within a secure key manager in a client PC. Should existing watermark key  $K$  be compromised, then a new watermark key,  $K'$  (typically  
5 chosen at random from all  $n$  existing watermark keys), with its corresponding issue and expiration times, i.e.  $(K', T_i', T_e')$  will be issued and distributed to all client PCs which have been using the compromised key. As such, each of these client PCs will have two watermark  
10 key triples: that for the existing key,  $K$ , and that for the new watermark key,  $K'$ . As indicated above, all watermarked objects will be watermarked with all  $n$  keys (including keys  $K$  and  $K'$ ).

15 A license can also have associated issue and expiration times,  $t_i$  and  $t_e$ , respectively. For each protected object, the enforcer in the client PC must utilize both watermark keys  $K$  and  $K'$  (or, in general, all the watermark keys it has) in examining a protected  
20 object for a watermark. An object is assumed to be unprotected if the enforcer fails to find any watermarks in the object. Should the enforcer detect a watermark using either key  $K$  or  $K'$ , then a proper license must exist to access this object. In order for a license to  
25 be "proper", not only must a license exist for this object but also the watermark key must expire after the license does and the license must have been issued after the watermark key was, i.e.,  $T_e > t_e$  and  $t_i > T_i$  must both be satisfied. Even if a license exists but either  
30 relationship fails, then the license is not "proper"; hence, the enforcer denies access to this object. A

watermarking authority can preclude client PCs from  
gaining access to any future protected objects by simply  
not issuing a new key to that client PC to replace a key  
that has expired or will expire (the latter being  
5 typified by a compromised key).

Through use of this feature, client PCs can  
continue to utilize their existing watermark keys (e.g.  
key K) to access previously distributed protected  
10 objects. However, over time, these keys will eventually  
expire and require replacement. We anticipate that  
although the growth of keys will monotonically increase,  
the rate of growth will be quite low, with a client PC  
obtaining a new watermark key triple after the watermark  
15 keys on the order of n different client PCs have been  
compromised.

To properly exploit our present invention,  
client PCs will be designed such that until any such PC  
20 obtains a valid unexpired watermark key -- whether as an  
initial watermark key for that PC or to replace an  
expired key, that PC will be unable to process any object  
that has been protected through our inventive technique.  
Hence, if a publisher suspects that a particular client  
25 PC has been used for illicit purposes, then a watermark  
authority can simply revoke the existing watermark key  
for that particular client PC, thus precluding that PC  
from accessing any existing protected object.

BRIEF DESCRIPTION OF THE DRAWINGS

The teachings of the present invention can be readily understood by considering the following detailed description in conjunction with the accompanying drawings, in which:

FIG. 1 depicts conventional environment 5 in which content files are illicitly distributed via the Internet to unauthorized users;

FIG. 2 depicts generalized and conventional watermarking process 200;

FIG. 3 depicts networked environment 300 which is utilized by our present inventive teachings;

FIG. 4 depicts a high-level block diagram of illustrative client personal computer (PC) 400, e.g., PC<sub>j</sub>, shown in FIG. 3;

FIG. 5 depicts a high-level overview of our inventive process 500 for handling software objects, protected in accordance with our inventive teachings, as part of a digital rights management system (DRM) and resulting high-level interaction between a publisher and a client PC with respect to those objects;

FIG. 6 depicts a block diagram of enforcer 600, shown in FIG. 4, which utilizes our present inventive teachings;

FIG. 7 depicts a high-level flowchart of process 700 involving publisher 330, watermarking authority 340 and client PC<sub>j</sub> (400) and which implements our inventive teachings for collectively creating and downloading protected object files from the publisher to the client PC and for subsequently controlling access and use of those objects at the client PC;

FIG. 8 depicts a flowchart of watermarked object generation operation 800 and watermarked object distribution operation 850, which both occur within process 700 shown in FIG. 7

FIG. 9 depicts a flowchart of operations performed by block 900 that occurs within watermark object generation operation 800 shown in FIG. 8;

FIG. 10 depicts basic constituent fields of license (L) 1000 as employed by our present invention;

FIG. 11 depicts a flowchart of license transaction operation 1100 that occurs within process 700 shown in FIG. 7;

FIG. 12 depicts cryptographic parameters 1200 existing in, e.g., client PC<sub>j</sub> (400) after a license transaction has been completed through operation 1100 shown in FIG. 11, and corresponding sources from which these parameters originate;

FIG. 13 depicts the correct alignment of the drawing sheets for FIGs. 13A and 13B;

FIGs. 13A and 13B collectively depict a flowchart of license verification, object decryption and enforcement operations 1300 that occur within process 700 shown in FIG. 7;

FIG. 14 depicts a flowchart of object usage operation 1400 that occurs within process 700 shown in FIG. 7;

FIG. 15 depicts a flowchart of client watermark key assignment process 1500 as used in conjunction with our present invention;

FIG. 16 depicts a flowchart of new watermark key provisioning process 1600 as used in conjunction with our present invention;

FIG. 17 depicts passive software object 1700, such as a movie, that has been watermarked in accordance with our inventive teachings to provide "break once run everywhere" (BORE) resistance;

FIG. 18 depicts amplitude waveforms for an illustrative, though abbreviated, succession of pixels contained within a passive software object, such as object 1700 shown in FIG. 17, that collectively embed a single bit, of, e.g., a watermark, into that object on a "spatially-spread" basis; and

FIG. 19 depicts an active software object, e.g., executable payload code 1910, that is watermarked in accordance with our inventive teachings to provide BORE resistant software object 1900.

To facilitate understanding, identical reference numerals have been used, where possible, to designate identical elements that are common to the figures.

#### DETAILED DESCRIPTION

After considering the following description, those skilled in the art will clearly realize that the teachings of our present invention can be utilized to protect a wide range of passive and active software objects, such as content (i.e., passive software) and executable code (i.e., active software), regardless of how these objects are actually distributed to their end-users (i.e., consumers). For purposes of this application, we define the term "software", when used herein in the context of software objects, to globally encompass both: (a) any type of digital content provided by a publisher for use by a consumer, regardless of whether that content constitutes passive content as in the case of, e.g., graphical, image, audio or video files to be played at a client PC, and (b) executable code in the case of a program to be installed and executed at that PC. These objects can be stored in a given physical media, e.g., optical or magnetic, and conventionally distributed as, e.g., packaged software to their users;

or distributed directly in electronic form by being downloaded, as computer files, through a networked connection to client PCs employed by these users. Illustratively, such a connection can be an Internet or intranet connection. Advantageously, our invention embeds watermark protection within a non-protected software object such that a resulting protected object is highly secure from "break once run everywhere" (BORE) attacks. In that regard, our invention substantially increases the cost of resources (in terms of, e.g., time, effort and money) that a third party would likely incur to successfully break the protection to a level that is likely to be substantially higher than any financial gain expected to flow to that party from doing so; hence, providing a significant economic disincentive to that party to attempt to break the protection. Since our invention is particularly, though not exclusively, suited for use with downloading Internet accessible software objects from an Internet web site maintained by a content provider (e.g., publisher) to a client personal computer (PC) for use by an end-user, we will describe our invention in that context.

To clearly elucidate our invention and facilitate reader understanding, by way of background, we will first very briefly describe two concepts. First, we will succinctly discuss how software objects, which are to be protected through a digital rights management (DRM) scheme as currently contemplated in the art, are susceptible to BORE (break-once-run-everywhere) attacks, through which such objects can, in spite of a DRM system,



still be illicitly and readily copied and distributed.  
Then, also for background, we will very briefly address  
conventional watermarking. Thereafter, we will generally  
present our present inventive teachings for forming  
5 highly BORE-resistant watermarked software objects  
followed by describing a networked environment for  
securely disseminating such objects, and then addressing,  
in considerable detail, specific hardware and software  
aspects for an inventive DRM system, executing on a  
10 client PC, that utilizes our teachings, for accessing and  
using these objects. Lastly, we will describe, through  
separate embodiments, how our teachings could be utilized  
to render passive and active software objects, e.g., a  
movie and executable program code, respectively, highly  
15 BORE-resistant.

#### A. Background

##### 1. Illicit distribution of Internet distributed 20 watermarked content

FIG. 1 illustrates the ease with which  
digitized objects can be readily and illicitly  
distributed through the Internet to a large number of  
25 unauthorized users.

As shown, networked environment 5 encompasses  
content publisher 10 which, through its web server 20, is  
connected to the Internet to facilitate user access and  
content download of files that have been posted by the  
30 publisher to this server. In general, publisher 10

creates, as symbolized by creation process 12, digitized object 25 and then loads that object onto its web server. This object may be, e.g., an audio recording, such as a song, or another passive software object such as a movie or still image. Alternatively, this object may constitute an active software object, such as an executable program. Regardless of the specific form of this object, the object is usually linked through an appropriate HTML (hypertext transport mark-up language) hotlink to a web page. As such, a user seeing this page rendered through his(her) browser can suitably click his(her) mouse on the hotlink to initiate a download, via web server 20, of the file containing this object. To facilitate access, the object file is generally stored within web page files 22. To prevent unauthorized duplication, publisher 10 incorporates a software "lock" of one sort or another into object file 25. One conventional technique in the context of use with a digital rights management (DRM) system and particularly aimed at use with relatively large objects, such as an audio or video recording, is to embed a predefined watermark (or other indicia) into the object file.

A user (not shown) seeking access to that object could establish an Internet connection through his(her) client PC (also not shown) with web server 20 and then download the "locked" object. In the absence of having downloaded a suitable "secret" value appropriate to that object, a DRM system (not shown) residing in a client PC then employed by the user would simply inhibit the user from accessing the object file. To facilitate

access, the user, once in receipt of a "locked" file, would then conduct a separate electronic transaction, via the Internet, with web server 20 to obtain a suitable software certificate, specifically a license, that  
5 contains the "secret" value (hereinafter just referred to as a "secret"). Once this certificate is downloaded and stored by the DRM system residing in the client PC, the DRM system, whenever the user attempted to subsequently  
10 access the object, would access the certificate and compare a value of the watermark in the license with a value of an actual corresponding watermark stored in the object. The secret could specify a location, in the object, at which the watermark resides. If the values of the two watermarks match, the DRM system would permit the  
15 object to be accessed, as desired, which in the case of an audio recording, may involve playing the recording to the user stationed at the client PC. Alternatively, if a mis-match occurred, then the DRM system would deny this access to the user.

20 Digitized content advantageously provides enhanced clarity and diminished noise over conventional analog recordings. Moreover, downloading such content over the Internet is a far more convenient and economical  
25 way for consumers to obtain it, both in terms of time and expense, than through traditional retailing or mail-order channels. Hence, Internet-based content distribution is likely to exhibit explosive growth in the coming years.

30 Unfortunately, the very characteristics of digital content that make it very attractive to consumers

also significantly foster its illicit duplication, i.e., piracy. In that regard, by virtue of digitized data which embodies content on a legitimate copy, each subsequent copy of that data will, for all practical purposes, exactly match the original content; thus, providing the same fidelity as the legitimate copy. Hence, a pirate, having access to a legitimate copy, could, rather readily, massively produce illicit copies that, at least from a standpoint of its content, might not be distinguishable from its legitimate copy.

In particular and as shown, a pirate, such as pirate 40, can readily establish, just as any other user can, a connection, through Internet 30, to web server 20. Such a connection can be established through web browser 54 then executing on PC 50 operated by the pirate. Once a pirate accesses web server 20, he can download object file 25, just as any other user can.

Disadvantageously, this conventional watermarking approach relies on embedding a single watermark into object 25. If a pirate were to discover the watermark, thus breaking the "lock", the pirate could then excise the watermark from the object, and illicitly and massively copy, as represented by file replication operation 43, resulting unprotected object 25' to yield copies 25". Thereafter, as represented by operation 47, pirate 40 could then massively distribute resulting illicit copies 25" free and clear of any restriction on their use otherwise imposed through digital rights management. These illicit copies could themselves be

distributed, via channel 60, such as an Internet connection with a web server maintained by pirate 40, to client computers operated by unauthorized users 70, illustratively having users  $70_1, 70_2, \dots, 70_y$ .

5 Furthermore, each of users 70, in turn, could further replicate and distribute illicit copies of object 25", which have content essentially, if not completely, identical in quality to that of original object 25, to further unauthorized users, and so forth -- all free and  
10 clear of the prior software "lock". In addition, other pirates and their channels of distribution, here collectively symbolized by arrows 32 and 34, could well exist to supply illicit copies of object 25 to further groups of unauthorized users, and so forth. Obviously,  
15 as the value of object 25 increases, so does the number of pirates which then seek to illicitly copy and distribute it for their own financial gain.

In this scenario, object 25 would be  
20 susceptible to what we refer to as a "BORE"  
(break-once-run-everywhere) attack. Specifically, a pirate merely needs to break one single parameter, i.e., an embedded watermark, that cryptographically protects this object and only do it once. Once the pirate  
25 succeeds, (s)he can remove the watermark from the object. The pirate then possesses the complete unprotected object to do with as (s)he pleases. At that point, content publisher 10 has effectively ceded significant control over consumer access and use of that object to the  
30 pirate. Hence, protection that a content publisher would otherwise gain through use of digital rights management,

at least with respect to the illicit copies, would be completely lost to a successful BORE attack.

Given enough resources, particularly processing capacity, manpower, capital and time, a pirate could break the watermark, thus nullifying protection otherwise afforded by digital rights management. If sufficient demand exists in the marketplace for a given object -- which is particularly true for a popular feature length movie, then the pirate may well have adequate economic motivation to incur the investment needed to break the watermark. In that regard, the pirate will likely incur the investment if the resulting gains to be had through illicit copying sufficiently outweigh the associated costs of all resources needed to break the watermark and make and distribute the illicit copies.

## 2. Conventional watermarking

FIG. 2 depicts a simplified high-level block diagram of conventional watermarking process 200. In essence, an object, O, to be protected, whether it be a printed image, a document, a piece of paper currency or some other such item, is applied, as symbolized by line 205, to marking process 210 situated at an originating location. This process creates a watermark and embeds it in the object to create a watermarked object, O'. The watermarked object is then eventually transported through insecure channel 215, whether it be, e.g., transit through a public carrier or, as in the case of currency, public distribution, to a destination

location. At the destination, the watermarked object is subjected to watermark recovery process 230 which attempts to recover the watermark from the object and, based on a result of the recovery process, indicates, as symbolized by output line 235, whether the watermark is present or not in object O'. This indication can be used to signify whether watermark object O', then situated, as symbolized by line 220, at the destination is legitimate or not. Since the legitimacy of the document is directly governed by the security of the watermark, the watermark itself must be as difficult as possible for a third party to copy or alter.

B. Overview of our inventive BORE resistant watermarked objects and their use

1. BORE resistant objects and controlled access and use of such objects through a DRM system in a client PC

Through our present invention, a BORE resistant object can be created by embedding a relatively large number (n, where n may be on the order of, e.g., 500-1000) of watermarks throughout a single software object (O), through use of n different secret watermark keys. That object can be either an active or a passive software object. While all the watermarks for a common object carry the same value, typically a publisher (vendor) identification (VID) concatenated with a product identification (PID) to form, e.g., a 20-bit value, each one of the secret watermark keys defines a starting location in a protected object (or, in a general sense, a

pointer to a location, e.g., in time, space or frequency ("frequency locations" possibly being implemented through a spread sequence predicated on a random seed), in that object) at which a corresponding watermark appears.

5

The publisher of a given object not only sets the value of the watermark itself but also provides that value to a third-party watermarking authority (WA), along with an unwatermarked copy of that object (O). The WA then tests that particular copy to ascertain that it is free of watermarks. Once the WA has determined that this copy is watermark-free and has also received an appropriate certification from the publisher that the copy is not watermarked, the WA then embeds the watermark n times, each beginning at a starting location determined by a corresponding different one of the n keys, throughout the object in order to yield the watermarked object ( $O^{WM}$ ). All n keys are generated by the WA. These keys are generated once and will be universally used for, e.g., all objects, from whatever publisher or source, that are to be protected.

Since different objects will invariably vary as to their length -- some objects, such as movies will be considerably longer than other objects such as audio recordings, each watermark key when used in conjunction with a given object necessitate an object dependent interpretation, e.g., specifying, in relative (scaled) fashion, a starting location, in terms of a relative byte address, in that object, at which a corresponding watermark begins. In this case, an actual address of



that location is determined in terms of the value of the watermark key divided by its maximum value multiplied by a total length of that object. Rather than specifying a relative address in bytes, i.e., a spatial domain key, a watermark key can carry a relative time value, i.e., implementing a time domain key, in which the time value specifies an amount of playing time that must elapse, relative to a time at which the object commenced playing, until a corresponding watermark will be reached in the object. Regardless of the specific nature of the watermark keys used, i.e., temporally or spatially related, the WA generates all  $n$  watermark keys through constrained pseudo-random number generation.

Once the WA watermarks a particular object ( $O$ ), it then provides a resulting watermarked version of that object ( $O^{WM}$ ) back to its publisher. The publisher, in turn, can replicate the watermarked object as often as needed, and, if desired, serialize each resulting copy, by embedding a single so-called "fingerprint" value in each resulting object replica (copy). The fingerprint only occurs once in any copy with its value being unique to that copy. Once a copy has been fingerprinted (to yield object  $O_f^{WM}$ ), the publisher then encrypts the fingerprinted, watermarked copy typically using a symmetric encryption key (i.e., the same key being used for both encryption and decryption). The publisher can then distribute each resulting encrypted, fingerprinted and watermarked copy of the object ( $O_{fe}^{WM}$ ) at no-cost to any requesting user, such as here a client PC operated by that user.

Subsequently, as shown in environment 300 depicted in FIG. 3, whenever a user desires to obtain a copy of the object, that user can issue a suitable mouse click, through a browser then executing in, e.g., client PC<sub>j</sub> (400), on an appropriate hyperlink ("hotlink") for that object and depicted in a web page, provided by web server 335, maintained by the publisher. Upon receipt of a download request emanating from the client PC, and specifically issued by the browser in response to the mouse click and transmitted through Internet 30 and links 310 and 323, publisher 330, specifically through its web site 335, downloads, to the client PC, a file which contains: a certified public key (PK<sub>VID</sub>) of the publisher, a name of the object and the encrypted, fingerprinted and watermarked object (O<sub>fe</sub><sup>WM</sup>) itself.

Once a user has downloaded a watermarked object, then, in order to use that object, the user, through his(her) client PC, electronically transacts, through Internet 30 and links 310 and 323, with publisher's web server 335. Specifically, in return for payment of a specific licensing fee to the publisher, web server 335 downloads to the client PC an electronic license (L), cryptographically signed by the publisher to an "enforcer" located in that PC. The license contains a rights vector, which specifies particular access rights which the publisher accords to this client PC, the symmetric encryption key and the watermark value.

Each such client PC, including client PC<sub>j</sub> (as shown, e.g., in conjunction with FIG. 4) contains an

enforcer (which is shown in FIG. 4 and in detail in  
FIG. 6 and will be discussed shortly below) as part of a  
DRM system. From a data perspective, the enforcer is  
sited within a critical processing path, in the client  
5 PC, for the object, and specifically in a path that is  
difficult to bypass. With respect to active objects,  
i.e., executable programs, the enforcer is preferably  
situated within an operating system itself executing in  
the client PC. For passive objects, i.e., content such  
10 as, e.g., audio or video recordings or movie or image  
files, which are merely played through the client PC, the  
enforcer is preferably located in a media card situated  
within the client PC and through which that object will  
be rendered. In either case, each object will be passed  
15 through an appropriate enforcer which, in turn, first  
assumes that this object is watermarked and, as such,  
attempts to detect the presence of one particular  
watermark in that object.

20 In that regard, for use with any watermarked  
object regardless of its publisher and source, the  
enforcer is equipped with only one of the n secret  
watermark keys. This particular key will have been  
previously provided to the enforcer by the watermarking  
25 authority, e.g., WA 340 as shown in FIG. 3. In the case  
of a media card, WA 340 typically provides this one key  
to a card manufacturer which, during manufacture of the  
card, will embed this key, typically in suitably  
encrypted form, within circuitry on the card itself, such  
30 as by programming the watermark key into non-volatile  
memory situated on the card, but in a manner through

which the key is only accessible to the enforcer.  
Alternatively, this watermark key can be separately and  
subsequently assigned to the client PC, and specifically  
the enforcer, by WA 340 through, e.g., watermark key  
5 assignment process 1500 (as shown in FIG. 15 and  
described in detail below).

The media card will then utilize this watermark  
key to detect the presence of a corresponding one of the  
10 n watermarks in all protected passive objects that will  
be rendered through the card, regardless of the publisher  
of that object. O/S manufacturers likewise obtain a  
single watermark key from WA 340 for use with all  
different protected active objects and, similar to media  
15 card manufacturers, embed that key, again in encrypted  
form only accessible to the enforcer here located within  
the O/S code itself. No correlation exists between the  
watermark keys and any one publisher. Where a WA is  
used, as shown in FIG. 3, all publishers are simply  
20 oblivious to the values of these keys. Alternatively,  
use of a WA may be eliminated provided object publishers  
exhibit sufficient trust amongst themselves, in which  
case these publishers, or any subset of them, can  
collectively generate all n watermark keys, distribute  
25 these n keys amongst all such publishers, with each such  
publisher then using these n keys to appropriately  
watermark its own objects. For purposes of the present  
discussion, we will assume that the watermark keys are  
generated, as discussed above, by WA 340 which also  
30 watermarks all objects that are to be protected -- thus  
implementing a highly secure installation for

distributing object files, over Internet 30, which advantageously eliminates any need for "trustworthy" publishers.

5                   In any event, once the user, through client  
PC<sub>j</sub> (400), attempts to access a file containing a  
watermarked (protected) object then residing in that PC,  
the appropriate enforcer then examines the object, using  
its secret watermark key, to determine whether that  
10                   object is, in fact, watermarked. If the object is not  
watermarked, then the enforcer permits the client PC to  
freely access the object, as desired by the user.  
Alternatively, if the object contains a watermark in a  
location (such as a starting location specified either in  
15                   terms of, e.g., time, frequency or space) given by the  
enforcer's watermark key, then, the enforcer so notifies  
the client O/S executing in the client PC. The client  
O/S accesses a license database, given the object name  
provided in the file, to determine whether a signed  
20                   license made to the enforcer and linked, via the  
publisher's cryptographic signature, to this protected  
object then exists in that database. A parameter value  
in the publisher's certificate, in particular, a  
publisher identification (PID) value must match the same  
25                   parameter value found in the watermark. If no such  
license is found, the enforcer inhibits any further  
access to the object, thus precluding any further use of  
that object by the client O/S or media card, as  
appropriate. Alternatively, if such a license is found,  
30                   the enforcer determines whether parameter values

contained in the license and in the file for the object match corresponding parameter values contained in the watermark value actually detected in the object. If such matches exist, then the enforcer permits access to the object in accordance with the specific usage rights specified in the license. For example, these rights, in the case of object containing an audio recording, may permit that object to be played a certain number of times, in which case the enforcer would increment a suitable "play" counter each time this object was accessed and played in order to assure a limit defined in the license was not exceeded. Once a "play" limit was reached, the enforcer would allow no further accesses to the object. Alternatively, the rights may specify unlimited play, in which case the enforcer would permit the object to be played as often as the user requested. These rights may also specify that the object could not be copied, and so forth. We will address usage rights in considerable detail later in the discussion.

## 2. Effect of BORE resistance in circumventing and dissipating illicit copying

Advantageously, by watermarking a software object through our inventive BORE resistant manner, the resulting object becomes substantially more difficult for an adversary to successfully break. The expected difficulty increases to the point where economic costs of all the resources, in terms of, e.g., time, processing ability and manpower, needed to successfully nullify the protection afforded by our inventive technique are likely

to greatly outweigh any potential economic return that an adversary expects to obtain through illicit copying and distribution of the object; thus, providing a significant economic disincentive for an adversary to attempt to do so. Moreover, if in the very unlikely event such a catastrophic break were to occur, i.e., an adversary were to gain possession of all the watermark keys, the publisher, of existing pirated objects that use these keys, could, e.g., change a format of future objects and require users to download new media players that would be incapable of rendering the existing pirated objects, thus frustrating piracy of these future objects based on knowledge of these keys.

In that regard, by embedding  $n$  different watermarks into a single object and not labeling each client PC as to the specific watermark key it contains, the adversary is required to break not just one client PC to obtain its own embedded watermark key but substantially more than  $n$  such PCs to obtain all their embedded watermark keys. As such, we believe that if an adversary is to obtain a sufficient number of these keys such that it can successfully defeat the BORE resistant protection with a sufficiently high probability of success, i.e., to permit a BORE-resistant object to be used by a sufficiently large number of client PCs regardless of any license restrictions, that adversary will need to break a number of client PCs that exceeds the value of  $n$  by at least 1-2 orders of magnitude.

Specifically, if an adversary were to obtain one watermark key, then at most only those particular client PCs that utilize that particular key will be able to exploit BORE-resistant watermarked objects free of any license restrictions. The number of such client PCs is typically  $1/n$  of an total installed user base of client PCs that can utilize BORE-resistant DRM systems, which, if  $n$  is illustratively set to 1000, translates to .1% of this base.

Even if an adversary were to break the protection afforded by a single client PC and learn its embedded watermark key, our inventive technique will contain and over time reduce the effects of any resulting piracy. In particular, each object copy is preferably fingerprinted; though the DRM system in the client PC totally ignores the fingerprint. Should a publisher learn that a particular object was being pirated, then by obtaining a copy of the pirated object, the publisher could readily extract the fingerprint in that object. By querying its user database, the publisher could learn the identity of the client PC, in terms of its computer ID, that the pirate used, in some fashion, to commit piracy. The publisher could then instruct the WA to revoke a software certificate that held by this particular client PC for use of that particular key. If the WA is also a certifying authority (CA), then a usual client certificate can simply be revoked. In this case, the watermark key itself does not need to be certified. For purposes of simplicity, we will assume throughout the



remainder of the description, that these two authorities are the same.

One aspect of our inventive technique is that watermark keys routinely expire after a given interval of time, as determined by, e.g., the WA, elapses, e.g., a few months to a year or two. When such a key expires, an internal key manager process (manager 640 as shown in FIG. 6 and discussed in detail below), located within the enforcer, will alert the client O/S which, in turn, will either prompt the user to establish a secure Internet connection with the WA (such as through Internet 30 and, links 310 and 327 shown in FIG. 3, between client PC<sub>j</sub> (400) and WA server 345) or will automatically do so.

If a watermark key has been compromised by a third party, our invention reduces, if not, over time, halts, a rapidly expanding security breach of protected objects that would otherwise and conventionally occur when knowledge of their compromised key spreads throughout a large user community. Advantageously, our invention also accommodates existing needs of "innocent" users who continue to access and use those protected objects that require this key. Our invention accomplishes this by phasing out, over time, use of the compromised key and limiting its applicability to only those existing objects that have already been protected with this key.

Specifically, in the event that an existing watermark key is compromised, then that key is not

immediately revoked and removed from service. To accommodate such innocent users, a watermark key can be associated with issue and expiration times  $T_i$  and  $T_e$  at which the key has been issued and will expire, respectively. Hence, a watermark key  $K$  can be issued as a triple  $(K, T_i, T_e)$  and, to frustrate its tampering or detection, can be stored within a secure key manager in a client PC. Should existing watermark key,  $K$ , be compromised, then a new watermark key,  $K'$  (typically chosen at random from all  $n$  existing watermark keys), with its corresponding issue and expiration times, i.e.  $(K', T_i', T_e')$  will be issued and distributed to all client PCs which have been using the compromised key. As such, each of these client PCs will have two watermark key triples: that for the existing key,  $K$ , and that for the new watermark key,  $K'$ . As indicated above, all watermarked objects will be watermarked with all  $n$  keys (including keys  $K$  and  $K'$ ).

A license can also have associated issue and expiration times,  $t_i$  and  $t_e$ , respectively. For each protected object, the enforcer in the client PC must utilize both watermark keys  $K$  and  $K'$  (or, in general, all the watermark keys it has) in examining a protected object for a watermark. An object is assumed to be unprotected if the enforcer fails to find any watermarks in the object. Should the enforcer detect a watermark using either key  $K$  or  $K'$ , then a proper license must exist to access this object. In order for a license to be "proper", not only must a license exist for this object but also the watermark key must expire after the

license does and the license must have been issued after the watermark key was, i.e.,  $T_e > t_e$  and  $t_i > T_i$  must both be satisfied. Even if a license exists but either relationship fails, then the license is not "proper";  
5 hence, the enforcer denies access to this object. A watermarking authority can preclude client PCs from gaining access to any future protected objects by simply not issuing a new key to that client PC to replace a key that has expired or will expire (the latter being  
10 typified by a compromised key).

As such, client PCs can continue to utilize their existing watermark keys (e.g. key K) to access previously distributed protected objects. However, over  
15 time, these keys will eventually expire and require replacement. We anticipate that although the growth of keys will monotonically increase, the rate of growth will be quite low, with a client PC obtaining a new watermark key triple after the watermark keys on the order of n  
20 different client PCs have been compromised.

We believe that the sheer magnitude of the costs associated with successfully breaking a sufficient number of client PCs to completely frustrate  
25 BORE-resistant protection effectively precludes successful broad-based attacks on BORE-resistant DRM systems. Consequently, piratical acts are far more likely to occur on a far more limited basis, such as through gaining unauthorized access to a small number of  
30 watermark keys. Advantageously, our inventive technique effectively contains these attacks and, over time,

through periodic expiration of watermark keys and selective key replacement, significantly diminishes on-going effectiveness of such attacks.

Moreover, until the client PC obtains a valid unexpired watermark key, whether as an initial watermark key for that PC or to replace an expired key, the enforcer advantageously precludes that PC from processing any object.

#### C. Client PC 400

FIG. 4 depicts a block diagram of client PC 400 in which teachings of our present invention can be implemented.

As shown in FIG. 4, client PC 400 comprises input interfaces (I/F) 410, processor 420, communications interface 430, memory 440 and output interfaces 460, all conventionally interconnected by bus 470. Memory 440, which generally includes different modalities, including illustratively random access memory (RAM) 442 for temporary data and instruction store, diskette drive(s) 446 for exchanging information, as per user command, with floppy diskettes, and non-volatile mass store 450 that is implemented through a hard disk, typically magnetic in nature. Mass store 450 may also contain a CD-ROM or other optical media reader (not specifically shown) (or writer) to read information from (and write information onto) suitable optical storage

media. The mass store stores operating system (O/S) 454 and application programs 452.

5 The O/S contains DRM system 456 which itself contains enforcer 600. Enforcer 600 contains encrypted store 610. This store, given a potentially large size of one or more watermarked objects it will contain, resides, as shown, within non-volatile local mass store 450 (e.g., a hard disk drive) on the client PC. Enforcers 600 and 10 600' are quite similar, with the primary difference between these enforcers, as discussed below, being the encrypted store used with each enforcer. The former enforcer is located within O/S 454 and is used with active software objects, i.e., executable programs. The 15 latter enforcer resides within output interfaces (specifically media card) 460 and is used with rendering passive software objects, via that interface, through, e.g., either display 480 or printer 485.

20 DRM system 456, to the extent relevant, stores individual licenses, within enforcer 600 and specifically in a separate license database (database 570 shown in FIG. 5) situated within encrypted store 610, that have been downloaded to client PC 400 by respective software 25 publishers to permit access to corresponding watermarked software object files. Subsequently, when access is attempted to any of these files, DRM system 456, shown in FIG. 4, interrogates this database to determine whether a license, associated with this file, then exists within 30 the database and passes that license to the enforcer. Enforcer 600 determines whether that license permits the

desired object access and use and so informs O/S 454 accordingly. In doing so, the enforcer examines the stored object file to determine whether that object contains an appropriate watermark as defined by a  
5 corresponding single watermark key embedded in the associated enforcer. If such a watermark exists with the correct value, the enforcer will permit access and use of that object in accordance with specific rights set forth in the license. In the case of passive objects where  
10 enforcer 600' is located within output interfaces 460, i.e., within a media card rather than in O/S 454, the license information is passed by DRM system 456, situated within the client O/S, to enforcer 600' in the media card.

15 Aside from DRM system 456, O/S 454 is conventional in nature and may be implemented by any of a wide range of commercially available operating systems, such as the WINDOWS NT operating system ("WINDOWS NT" is  
20 a registered trademark of Microsoft Corporation of Redmond, Washington). All components of the O/S, aside from those directly associated with our present invention (specifically DRM system 456 and enforcer 600) are irrelevant to the present invention and will not be  
25 discussed any further. Suffice it to say, that application programs 452 execute under control of the O/S.

30 Regardless of where the enforcer is located, i.e., either O/S or media-card centric, the enforcer must be correct, isolated (in the sense of not corruptible

after its installation), protect secrecy of those keys stored in it and complete ("CISC") (in the sense that it can not be bypassed when processing a protected object, i.e., all such protected objects must pass through an associated enforcer). From the standpoint of use with passive objects, a corresponding enforcer, e.g., enforcer 600', is preferably located within a media card for several reasons: (a) locating the enforcer within dedicated hardware circuitry usually leads to a more robust and tamper-resistant implementation than otherwise, (b) searching for watermarks in a protected object, particularly such an object that is rather lengthy (e.g., a movie) may require hardware accelerators or other dedicated high-speed processing elements that are best relegated to a hardware sub-system rather than relying on a main system processor (here processor 420), and (c) doing so extends the path through the client PC through which watermarked passive object files remain in encrypted form. For O/S-centric enforcer 600, its internal key manager (manager 640 shown in FIG. 6 and discussed below) is protected through "software resistance to interference" (SRI) methodology and is certified by the WA for each client PC, such as PC 400. At run time, the key manager, in turn, checks integrity of all other critical components of enforcer 600 using digital signatures of their expected vendors. To achieve this, O/S 454 can utilize an authenticated boot process to assure its own security and then establish necessary chains of trust among various components of the O/S and particularly throughout enforcer 600 and DRM system 456.

To implement authenticated boot, processor 420 would be manufactured to contain: (a) a unique public key pair, (b) a certificate, produced by a manufacturer of that processor, evidencing that the processor was built according to a known specification, and (c) a software identity register. O/S 454 would include a block of code (not shown) referred to as a "boot block". The boot block uniquely describes a single copy of the operating system, as installed into client PC 400, and, as such, will boot just that one copy and no other. An O/S identity can be established from the boot block by examining a digital signature stored with the boot block or by computing a hash digest of the boot block. While booting O/S 454, processor 420 would execute the boot block as an atomic operation to store the identity of the O/S into the software identity register. Execution of the boot block is such that the software identity register, which can be read but not modified, is set to either the O/S identity (i.e., a boot block digest or an O/S public key) if the operation is successful, or zero if some event or circumstance subverts this operation. Rooted in this self-authentication, the O/S then continues to load and validate other blocks of code (including device drivers to be executed, DRM system 456 and enforcer 600, as well as, where appropriate, authenticating enforcer 600' and establishing a trust relationship with it). As each block of O/S code or other module, such as media card 460, is successfully encompassed by a trust relationship, O/S 454 writes the identify of that block or module to a boot log. For further details on authenticated O/S booting, the reader



is referred to co-pending United States provisional patent application entitled "System and Method for Authenticating an Operating System to a Central Processing Unit, Providing the CPU/OS with Secure Storage, and Authenticating the CPU/OS to a Third Party", serial number 60/105,891, filed October 26, 1998, and which is owned by the present assignee hereof and is incorporated by reference herein.

10 Incoming information, such as watermarked object files, can arise from two illustrative external sources: network supplied information, e.g., from the Internet and/or other networked facility, through network connection 315 to communications interface 430, or from a  
15 dedicated input source, via path(es) 413, to input interfaces 410. Dedicated input can originate from a wide variety of sources, e.g., via a dedicated link or an external source. In addition, input information, including a watermarked object file, can also be provided  
20 by inserting either a diskette containing that file into diskette drive 446, or, if mass store 450 can accommodate removable media, inserting an optical or other appropriate removable mass media into an appropriate disk drive in the mass store from which client PC 400 will  
25 access and read the content file(s). Input interfaces 410 contain appropriate circuitry to provide necessary and corresponding electrical connections required to physically connect and interface each differing dedicated source of input information to client  
30 PC 400. Under control of the operating system, application programs 452 may exchange commands and data

with the external sources, via network connection 315 or path(es) 413, to transmit and receive information, to the extent needed - if at all, during program execution.

5           Input interfaces 410 also electrically connect and interface user input device 490, such as a keyboard and mouse, to client PC 400. Display 480, such as a conventional color monitor, and printer 485, such as a conventional laser printer, are connected, via leads 463  
10           and 467, respectively, to output interfaces 460. The output interfaces provide requisite circuitry to electrically connect and interface the display and printer to the computer system. As shown, output  
15           interfaces 460 contains enforcer 600'. To provide enhanced security for handling watermarked objects, output interfaces 460 could authenticate and establish a trust relationship with the display and printer, and any other output devices (not shown) connected to these  
20           interfaces, and transmit encrypted object data to these devices -- provided the appropriate devices support this functionality. Though enforcer 600' will suitably decrypt the encrypted, fingerprinted watermarked  
25           object ( $O_{fe}^{WM}$ ) using a symmetric encryption key supplied by the publisher of that object and contained in a license to use that object, interfaces 460, in turn, can  
30           utilize a predefined data or hardware-based scrambling technique or other non-processor intensive encryption methodology known to a recipient output device, such as display 480. As such, once a suitable trust relationship  
is established, interfaces 460 can suitably encrypt the watermarked object, transmit resulting encrypted data

over, e.g., lead 463 (and/or lead 467), which, in turn,  
will be decrypted and rendered by a corresponding display  
device, such as display 480 (and/or printer 485,  
respectively). In this manner, use of encrypted object  
5 files will be extended ("tunneled") completely through  
client PC<sub>j</sub> and devices connected to it, thus providing  
added security against unauthorized access and use of  
decrypted object content. Through use of such tunneling,  
and as an alternate embodiment of enforcer 600', only a  
10 watermark detector, e.g., detector (trigger) 660, as  
shown in FIG. 6 and described below, used in this  
enforcer could be located in output interfaces 460, as  
shown in FIG. 4, specifically a media card, with a  
remainder of this enforcer residing within DRM system 456  
15 in the client O/S; thereby simplifying the implementation  
of this card. Even further, a common O/S-centric  
enforcer, i.e., enforcer 600, could be alternatively  
used, to handle both active and passive objects by  
employing appropriate tunneling of suitably scrambled  
20 content to the output device(s). In this case, the  
enforcer would suitably scramble (or otherwise encrypt)  
its output decrypted content, route resulting scrambled  
content to the output device, which, in turn, would  
appropriately descramble (or decrypt) and then render  
25 that content.

As one can appreciate, our invention can be  
used with appropriately watermarked digital objects  
regardless of the modalities through which those objects  
30 are communicated to client PC 400.

Furthermore, since the remaining hardware components of PC 400, are conventional and well-known, they will not be discussed in any further detail. The web servers at the publisher and the watermarking authority, apart from not possessing a DRM system and an enforcer, possess a highly similar architecture to that of client PC 400 shown in FIG. 4.

D. Interactivity between publisher 330 and client PC 400 occurring through use of inventive process

FIG. 5 depicts a high-level overview of our inventive process 500 for handling BORE-resistant objects and resulting interactivity that would occur between a publisher, e.g., publisher 330, and a client PC, e.g., PC<sub>j</sub> (400).

Initially, as indicated by block 510, a user, stationed at client PC<sub>j</sub> and interacting with a web browser executing at that PC, causes the PC to issue a request to publisher 330, specifically its web server 335, to download a file containing desired object, C<sub>i</sub>. This request is transmitted, as symbolized by line 515, to the publisher's web server which, in response to this request and as indicated by block 520, downloads, as symbolized by line 525, a file containing an encrypted, fingerprinted and watermarked object (O<sub>fe</sub><sup>WM</sup>). As noted above, this object can be either a passive (content) or an active (executable) software object. As the resulting encrypted file is being downloaded, the browser routes this file, via line 535,

to encrypted store 610 and stores, as indicated by  
block 530, this file within object store 580 therein for  
subsequent access and use. Encrypted store 610, given a  
potentially large size of one or more objects it will  
5 contain, resides within a local hard disk on the client  
PC. Store 580 implements a repository of encrypted  
watermarked files to which the encrypted object 585 ( $C_i$ )  
is added.

10 Subsequently, the user, through client  $PC_j$ ,  
establishes an Internet session with the publisher's web  
server and as, indicated by block 540, electronically  
transacts with that server to obtain a license to use the  
previously downloaded object. In that regard, the user  
15 is presented through a web page generated by the  
publisher's web server with a menu, list or other  
graphical selection mechanism through which (s)he can  
select an extent to which (s)he wants to access and use  
that object, i.e., to obtain so-called "rights". Once  
20 the user makes the selection and authorizes electronic  
payment for the desired rights, the browser, based on  
embedded code in the web page, transmits, to the  
publisher's web server, the rights selection, payment  
authorization and a computer identification (CID)  
25 associated with client  $PC_j$ . Each client PC has a unique  
CID. The CID can be formed, in whole or in part, by  
illustratively a processor serial number (PSN) that has  
been embedded into the processor itself, e.g.,  
processor 420 of client PC 400 shown in FIG. 4, during  
30 its manufacture.

Once this information is transmitted to the publisher's web server, that server issues, as indicated by block 550 shown in FIG. 5, an electronic license ( $L_1$ ) and transmits, as symbolized by line 555, that license to the client PC. This license, which is signed by the publisher, specifies, among other parameters -- which have been alluded to above and will be discussed in detail below, the specific rights of access and use that have been accorded to client PC<sub>j</sub> for the downloaded object along with a secret key to decrypt this object. This key, as previously noted, is a symmetric encryption key, i.e., the same key previously used by the publisher to encrypt the object. Upon receipt of this license, the browser routes this license, as symbolized by line 565, to encrypted store 610 and specifically stores this license, within license database 570, for subsequent access. Store 570 contains a repository of licenses for each watermarked encrypted object which the user has downloaded to client PC<sub>j</sub> or otherwise has in his possession and desires to access through this PC.

Subsequently, when the user stationed at the client PC attempts to access any watermarked object, the client PC, as indicated in block 590, will access the encrypted object,  $C_i$ , from encrypted store 580 (or, if the object does not then reside in store 580, will prompt the user to either download that object from the publisher's web site or insert a diskette containing that object into the client PC for subsequent access). Assuming the encrypted object then resides within store 580, that object will be accessed as symbolized by

line 587. In addition, the client PC, through execution of block 590, will determine whether a license ( $L_i$ ) then exists in license database 570 for this object. If such a license is found, the license is accessed as symbolized by line 577. Thereafter, block 590 will verify the license and, if the license is valid, decrypt the object, appearing on line 587, and instruct the O/S in client PC<sub>j</sub> to utilize the resulting decrypted fingerprinted, watermarked object in accordance with the rights specified in the license.

#### E. Enforcer 600

FIG. 6 depicts a block diagram of inventive enforcer 600 shown in FIG. 4.

This enforcer contains encrypted store (ES) 610, license verifier 620, decrypter 630, key manager 640, unencrypted buffer 650 and watermark detector (trigger) 660.

ES 610 stores encrypted object files and, as noted above, is situated in a hard disk residing on client PC<sub>j</sub>. In the case of enforcer 600' which is embedded within a media card, its encrypted store, given its likely size, will still be located on the hard disk of client PC<sub>j</sub>, rather than directly within enforcer 600', and will pass, as noted below, encrypted information, which only this enforcer can decrypt to remaining portions of the enforcer which are located on this card.

License verifier 620 verifies a license as having been signed by its issuing publisher (vendor) and then extracts various parameters from the license, specifically a rights vector, a product identification (PID) value and a symmetric encryption key provided by the publisher, and, using the value of the rights vector, sets a protection state, of the client O/S, associated with a protected object, which is the subject of the license, and which governs further access and use of this object. Decrypter 630 decrypts an encrypted object file using the symmetric encryption key supplied by the publisher and contained in the license. Key manager 640 stores the sole watermark key (and, when used, its corresponding issue and expiration times,  $T_i$  and  $T_e$ , respectively -- though these times are not shown to simplify the figure) assigned to the enforcer along with a public key pair (secret key  $SK_j$ , public key  $PK_j$ ) and a public-key certificate for  $PK_j$ , of client  $PC_j$  and a cryptographic parameter "root PK" (root public key of the WA) which has a value common to all client PCs. The root PK parameter originates with the WA and is used, by the license verifier, to cryptographically verify the publisher's (vendor's) certified public key and by the publisher (vendor) to verify the public key of the client PC.

Unencrypted buffer 650 stores files containing unencrypted objects (objects  $M(O_f^{WM})$ ), i.e., encrypted, fingerprinted and watermarked objects ( $C_i$ ) that have been decrypted through decrypter 630 using the symmetric encryption key provided by the publisher. In addition,



files containing those objects that are not protected, i.e., for which no license exists and which are not encrypted, are routed, by the DRM system directly to buffer 650, rather than passing through ES 610.

5 Watermark detector (trigger) 660, using the single watermark key assigned to the enforcer, detects the presence of a corresponding watermark in each protected object presented to the enforcer. If a watermark is found, detector 660 passes the value of the detected  
10 watermark to license verifier 620.

In operation, an incoming encrypted object file, including a header ( $H_i$ ) and an encrypted, fingerprinted and watermarked object ( $O_{fe}^{WM}$ ) -- all  
15 originating from a publisher's web server, such as server 335 shown in FIG. 3, is applied as input, as symbolized by line 607 shown in FIG. 6, to enforcer 600 and specifically to ES 610 which stores that encrypted object file for future access and use.

20 Subsequently, whenever a user attempts to access and use this encrypted object file, the ES reads the header from this file and passes, as symbolized by line 613, the header to license verifier 620. In  
25 addition, using, e.g., an object name specified in the header, the ES also accesses the license ( $L_i$ ) for this object from license database 570 (see FIG. 5) and passes, also symbolized by line 613 shown in FIG. 6, this license to the license verifier. The ES also directs the  
30 encrypted, fingerprinted and watermarked object itself ( $C_i$ , also shown as  $O_{fe}^{WM}$ ), as symbolized by line 617, to

decrypter 630. For any encrypted object,  $C_i$ , its associated header contains, for header (H) 1010 shown in FIG. 10: vendor's certificate 1012 which itself contains certified public key ( $PK_{VID}$ ) 1015 of the publisher (vendor) of that object and vendor identification value 1014 (VID) of the provider (vender or publisher) of that object; object name 1017; and object length (e.g., in bytes) 1019. The header is followed in the encrypted object file by associated encrypted, fingerprinted watermarked object ( $O_{fe}^{WM}$ ) 1020 itself. Though not specifically indicated in the figure, this object may also be signed. The header may contain additional fields (not shown) as required by an implementation of the DRM system and/or enforcer 600 (and/or 600') used in connection therewith. For object 1020, its object name 1017, as well as any of the other fields (if needed and not shown) in the header, are used to identify a corresponding license (e.g.,  $L_i$ ), stored in license database 570 shown in FIG. 5, for that particular object. Object name field 1017, shown in FIG. 6, can be eliminated if the encrypted object and its license are stored together within encrypted store 610. In contrast with the object itself, the header is not encrypted, watermarked nor fingerprinted.

Generally speaking, a license,  $L_j$ , for client  $PC_j$  to use a particular protected object, has the following structure, as given in equation (1) below:

$$L_j = \text{ENCRYPT}_j(\text{SIGN}_{VID}(V, \text{PID}, k_i^e, \text{CID}_j, t_e, t_i)) \quad (1)$$

where: ENCRYPT<sub>j</sub> signifies encryption using a public key  
associated with client PC<sub>j</sub>;  
SIGN<sub>VID</sub> represents a signature operation, with  
message recovery, of a publisher (vendor) of  
5 the object;  
V is a rights vector which, through a number of  
illustratively single-bit values, specifies  
particular permissions accorded to client PC<sub>j</sub>  
regarding access and use of the licensed  
10 object;  
PID is a product identification value that forms  
a portion of the watermark in the object, the  
watermark being (VID, PID) as previously noted  
above;  
15  $k_i^e$  is the symmetric encryption key used by the  
publisher to encrypt the fingerprinted,  
watermarked object;  
CID<sub>j</sub> is the computer identification value for  
client PC<sub>j</sub>; and  
20  $t_e$ ,  $t_i$  are expiration and issue times,  
respectively, of the license, L<sub>j</sub>.

When a license is passed to verifier 620, the  
verifier, using the root PK value stored in key  
25 manager 640 and supplied as symbolized by line 645, will  
first verify the signature in the license as that  
associated with the publisher, and, then, once the  
signature is verified, will extract the rights vector,  
PID value and symmetric encryption key from license. The  
30 verification operation is shown in detail in FIGs. 13A

and 13B, within operation 1300, and will be specifically discussed below in conjunction with those figures.

Once the symmetric encryption key, rights  
5 vector and PID value are extracted from the license,  
license verifier passes, as symbolized by line 627, this  
encryption key to decrypter 630. The decrypter then uses  
this key to decrypt the encrypted object file,  $C_i (O_f^{eWM})$   
to yield decrypted, fingerprinted and watermarked  
10 object  $M (O_f^{WM})$ . This latter object, is routed, as  
symbolized by line 635, to unencrypted buffer 650 for  
storage therein. Once the decrypted object is stored  
within buffer 650, or at least a sufficient amount of it  
that contains the corresponding watermark specified by  
15 the watermark key ( $K_j$ ) stored within key manager 640,  
trigger 660 determines whether the corresponding  
watermark exists in the decrypted object. In particular,  
key manager 640 provides, as symbolized by line 647, the  
watermark key for client  $PC_j$ , to trigger 660. With this  
20 key serving, in a general sense, as a pointer in time,  
space or frequency as appropriate, to the corresponding  
watermark embedded in the object, trigger 660 examines  
the object to locate the corresponding watermark therein  
and then suitably inform license verifier 620. In that  
25 regard, if trigger 660 locates the watermark, then the  
trigger extracts an actual value of the watermark ( $WM'$ )  
embedded in object  $M$  and provides this value to the  
verifier.

30 Verifier 620, in turn, compares the VID value  
contained in header 1010 and the PID value specified in

the license (these VID and PID values being "expected" values) to actual VID and PID values extracted from the watermark detected in the object to determine if identical matches exist between the actual and expected values of the PID, and between the actual and expected values of the VID. Most importantly, the verifier also checks if the license is signed by the publisher whose PID value was found in the detected watermark. To accomplish this, the verifier requires the publisher's certificate,  $\text{cert}(\text{PK}_{\text{VID}})$ . The encrypted store delivers this certificate together with the license. If issue and expiration times are used for both watermark keys and the license, verifier 620 will also determine whether the license was issued later than the watermark key and expires before the watermark key (i.e., "issue/expiration time conditions"). If these matches occur, the license is properly signed and, when applicable, the issue/expiration time conditions are met, verifier 620 passes, as symbolized by line 623, the value of the rights vector  $V$ , also specified in the license, to the client O/S, as the protection state of this object, to control further access and use of object  $C_1$  while that object resides in decrypted form (as object  $M$ ) within unencrypted buffer 650. In particular, if the rights vector illustratively contains three separate one-bit values ( $v_1$ ,  $v_2$  and  $v_3$ ), as shown in FIG. 6, these bits, based on their current states, may specify use of the object as follows:  $v_1$ =allow/disallow running;  $v_2$ =allow/disallow permanent storage; and  $v_3$ =allow/disallow manipulation. Hence, bit  $v_1$  would be applied to control a state of software switch 654 situated at an output of

buffer 650. In the case of active objects, this switch, once set, would effectively permit the object to be executed or not, i.e., effectively pass through line 653, via switch 654, to output lead 655. In the case of

5 passive objects, this switch would either permit a media driver, which will be used in rendering that object through a media card, to either render that object or not, again symbolized by effectively passing that object through line 653, via switch 654 to output lead 655.

10 Bit  $v_2$  would be applied, as symbolized by line 607, to ES 610 to specify whether the encrypted object ( $C_i$ ) can remain within this store, or is to be purged from this store after the object, in decrypted form, has passed through unencrypted buffer 650 and has either been executed or

15 rendered, as appropriate. In that regard, the value of the rights vector for a given object taken in conjunction with a current user request to access and/or use that object will, through object usage process 1400 (which is shown in FIG. 14 and discussed in detail below), govern

20 how that request will be handled.

Clearly, a three-dimensional rights vector (as will be assumed throughout the ensuing discussion) is merely illustrative. Such vectors can contain additional

25 dimensions to implement enriched permissions, such as with increased granularity, or reduced dimensions to implement broadened (less granular, i.e., simplified) permissions.

## F. Detailed methodology of creation and use of BORE-resistant software objects

### 1. Overall view

FIG. 7 depicts a high-level flowchart of process 700 involving publisher 330, watermarking authority 340 and client PC<sub>j</sub> (400) and which implement our inventive teachings for collectively creating and downloading protected object files from the publisher to the client PC and for subsequently controlling access and use of those objects at the client PC.

Process 700 contains five basic operations: watermark object generation operation 800; watermarked object distribution operation 850; license transaction operation 1100; license verification, object decryption and enforcement operations 1300; and object usage operation 1400.

Upon entry into process 700, watermark object generation operation 800 (which is shown in detail in FIG. 8 and discussed in the accompanying text below) is performed collectively by a publisher, e.g., publisher 330 (see FIG. 3), and the watermarking authority, e.g., WA 340, to create a watermarked software object. In that regard, operation 800, as shown in FIG. 7 and in detail in FIG. 8, involves creating a set of  $n$  watermarks and then embedding those watermarks within the non-watermarked object. The WA creates the  $n$  watermarks just once, but then uses the same set of  $n$

watermarks to universally watermark all non-watermarked objects which publishers subsequently supply to the authority for watermarking.

5               Once a watermarked object is created,  
operation 850 (also shown in detail in FIG. 8 and  
discussed in the accompanying text below) is performed by  
the publisher to: produce a replica (copy) of the  
watermark object; impart a fingerprint, should it be  
10       used, into that object replica; and encrypt a resulting  
fingerprinted object for a requesting client PC, e.g.,  
PC 400; and finally download a particular encrypted,  
fingerprinted and watermarked object to that client PC.  
Operation 850 is performed every time a client PC (or  
15       other computer) requests a download of a watermarked  
object.

              After, a client PC receives a downloaded  
encrypted, fingerprinted and watermarked object file,  
20       operations 1100 (shown in FIG. 7 and in detail in FIG. 11  
and discussed in the accompanying text below) are  
performed between the client PC and the publisher to  
effectuate a license transaction. As a result of these  
particular operations, a user stationed at the client PC  
25       will submit payment for specific rights to access and use  
the downloaded object and then receive an electronic  
license that conveys certain rights to the client PC for  
appropriately accessing and using that object.  
Operation 1100 is performed each time a user stationed at  
30       a client PC desires to obtain a license to use a  
protected object. Though, normally, a client PC will



perform operation 1100 after a corresponding object has been downloaded through operation 850, the ordering of these two operations can be reversed.

5                   Thereafter, whenever the client PC attempts to access a downloaded encrypted, fingerprinted and watermarked object file, operation 1300 (shown in FIG. 7 and in detail in FIG. 13 and discussed in the accompanying text below) is performed to: verify the  
10                   license, decrypt the downloaded object and enforce whatever restrictions, as specified in the rights contained in the license, exist on the client PC for subsequent access and use of the downloaded object. Once this occurs, object usage operation 1400 (shown in FIG. 7  
15                   and in detail in FIG. 14 and discussed in the accompanying text below) occurs to permit the downloaded object to be used, as requested by the client PC, but only to an extent consistent with the rights specified in the license. Once the object is fully used or its usage  
20                   is inhibited, process 700 concludes its execution for this object. Operations 1300 and 1400 are performed each time a client PC attempts to access or use a protected object previously downloaded to that PC.

## 25                   2. Watermark Object Generation Operation 800 and Watermark Object Distribution Operation 850

FIG. 8 depicts a flowchart of watermarked object generation operation 800 and watermarked object  
30                   distribution operation 850. As noted above, operation 800 generates a watermarked object; while

operation 850 distributes encrypted copies (replicas) of that watermarked object, each with a unique fingerprint, to, e.g., all requesting client PCs.

5           In particular, upon entry into operation 800, the WA authority, as indicated in block 810, creates the set of  $n$  different universal watermark keys ( $K_i$ , where  $i = 1, 2, \dots, n$ ), where the value of  $n$  is not critical but should be sufficiently large, such as, e.g., on the order  
10 of 500-1000. These keys are created, as indicated in block 820, by applying a random value as a "seed" to a conventional cryptographically secure pseudo-random number generator to generate  $n$  pseudo-random numbers, where each resulting number will be a different watermark  
15 key. Since all the watermarks themselves are identical and fixed to a certain length, e.g., 20-bits -- though the length itself is not critical, the pseudo-random numbers are constrained such that a spreading distance ( $r$ ) between any two successive watermarks within  
20 the object is sufficiently large such that the watermarks do not overlap. In that regard, if spatially or temporally distributed watermarks are used, then distance  $r$  specifies, typically in bytes or elapsed time, a minimum distance between two successive watermarks in an  
25 object. Alternatively, the watermarks, some or all of them, can be embedded on a spread-frequency basis, where all the spread-frequency watermarks overlap temporally. Inasmuch as the location of all the individual watermarks have a very low cross-correlation (owing to the  
30 pseudo-random nature of the watermark keys and spread sequences), the watermarks can be readily separable in a

frequency domain with distance  $r$  being a minimum distance between corresponding frequency ranges occupied by two successive watermarks. If desired, the spreading distance,  $r$ , applicable to any watermark can be encoded into its associated watermark key. Block 810, which is shown within operations 800 for completeness, will be performed just once by the WA such that a single set of  $n$  watermark keys is generated and then universally used across all objects, regardless of their source (i.e., their publishers), that are to be watermarked by the WA.

To watermark an object file, a publisher supplies, as symbolized by line 905, the WA with: (a) the non-watermarked version (0) of the object, (b) a certification that this particular object is not watermarked, and (c) a specific value to use as the watermark. This value is typically a 20-bit concatenation (VID, PID) of the vendor (publisher) identifier value (VID) followed by the product ID value (PID). Each publisher carries a different identifier (to the extent, a publisher and its vendor are different, each may carry its own different VID; for simplicity, we have assumed for this description that they are the same; though they need not be) as does each different object (but not different replicas of the same object). In that regard, the watermark value for movies X and Y from publisher Z will carry the same VID value but different corresponding PID values.

In response, the WA authority, as indicated in block 900, embeds  $n$  watermarks, each having the identical

watermark value as supplied by the publisher, into the non-watermarked object. Each of the  $n$  watermark keys generally defines a pointer to a location, e.g., a starting location, spatially or temporally (or in a frequency range -- though for simplicity, we will limit our discussion to watermarks that are temporally or spatially embedded), in the object at which a corresponding watermark will be embedded. As noted above, object sizes (file lengths) can vary significantly from one object to the next. Hence, the location of each watermark is necessarily scaled to size of the particular object and is interpreted in an object dependent manner based on object size. Once the resulting watermarked object,  $O^{WM}$ , is generated, operation 800 completes. Subsequently, we will describe, in conjunction with FIGs. 18 and 19, illustrative techniques for embedding individual watermarks within a passive object, such as an image or video frame, and within an active object.

FIG. 9 depicts a detailed flowchart of operations performed block 900 by the WA.

In particular, upon entry to process 900, the WA authority determines whether the publisher has provided, on input line 905<sub>a</sub>, a certificate which certifies that object  $O$ , to be watermarked, does not contain any watermarks. If no such certificate has been provided, then the WA simply assumes that the incoming object ( $O$ ) contains a watermark and will not watermark that object. In this case, execution simply exits from

block 900, via No path 913 emanating from this decision block.

Alternatively, if the publisher has provided  
5 such a certificate, the decision block 910 routes  
execution, via Yes path 917, to decision block 920. By  
executing this latter decision block, the WA analyzes the  
incoming object, symbolized as appearing on input  
10 line 905<sub>b</sub>, provided by the publisher to determine  
whether, in fact, this object contains any watermarks,  
regardless of the certificate received from the publisher  
that the object is watermark-free. If any watermarks are  
detected, then the WA will not watermark this object. In  
15 this case, execution simply exits from block 900, via Yes  
path 923 emanating from decision block 920.

If, however, the WA fails to detect any  
watermarks in the incoming object (0), then execution  
proceeds, via No path 927, to block 930. The WA, through  
20 execution of block 930, accesses, as symbolized by  
line 932, the n universal watermark keys previously  
created by the WA and obtains, via input lines 905b and  
905c, the non-watermarked object itself and the watermark  
value. With this information, block 930 embeds n  
25 watermarks in the object, with each watermark containing  
the identical watermark value but having, e.g., a  
relative starting location in the object (relative to the  
length of the object) specified by a corresponding one of  
the n watermark keys. The result of block 900 is a  
30 watermarked object  $O^{WM}$  that contains n identical

watermarks embedded through a set of  $n$  corresponding universal watermark keys.

For further elucidation, now refer to FIG. 17 which depicts illustrative object 1700, here a digitized movie, that has been watermarked, by the WA, in accordance with our inventive teachings. Object 1700 is formed of a sequence of digitized video frames 1710, specifically frames  $1710_1, \dots, 1710_k, \dots, 1710_l, \dots, 1710_m, \dots, 1710_x$  (this last frame is not shown) (where  $k, l, m$  and  $x$  are all integers). A total of  $n$  separate but identical watermarks 1720, i.e.,  $1720_1, 1720_2, \dots, 1720_n$ , has been embedded in object 1700 (where  $n$  is much less than  $x$ ). Each watermark is illustratively 20-bits long (having bit fields  $1730_1, 1730_2, \dots, 1730_{20}$ ) and contains a common illustrative value 1, 0,  $\dots$ , 1 (the complete value being irrelevant for purposes of FIG. 17). Each bit of a watermark is embedded in a single frame of object 1700; hence, each watermark extends over twenty successive frames. The starting position of each watermark is specified by a corresponding one of  $n$  different watermark keys. Since these keys, as discussed above, are generated on a pseudo-random basis, watermarks 1720 are themselves distributed, as shown, throughout object 1700 on a pseudo-random basis. We will discuss later, in the context of FIG. 18, a technique that can be used to embed a single watermark bit within a frame of a passive object, such as, e.g., a frame or an image, and in the context of FIG. 19, a technique for embedding a watermark with an active (executable) software object.

Now, returning to FIG. 9, once the object is fully watermarked, the WA returns that watermarked object (here  $O^{WM}$ ) to publisher 330 for subsequent distribution. Publisher 330 then performs watermarked object distribution operation 850, also shown in FIG. 8, to disseminate, via web server 335, appropriately encrypted and fingerprinted replicas (copies) of that watermarked object to all requesting client PCs.

In particular, upon entry into operation 850 shown in FIG. 8, block 860 is first performed through which the publisher inserts an entry, including a hyperlink ("hotlink"), on an appropriate web page, accessible to the public, to initiate a download (facilitate access), over the Internet, of the object. Thereafter, as indicated by block 870, once a request is received from, e.g., client PC<sub>j</sub> (400) to download this object, the publisher embeds a unique fingerprint within a copy of the watermarked object. The fingerprint is totally ignored by the enforcer and DRM system in each client PC. However, to frustrate detection by an adversary, the fingerprint can be embedded in an object in a similar, if not identical fashion, as is a watermark.

The publisher, typically through its web server 335, then encrypts the resulting fingerprinted and watermarked object ( $O_f^{WM}$ ) with a symmetric encryption key ( $k^e_i$ ). The same key is used both by the publisher to encrypt the object and later by the client PC, which receives the encrypted object, to decrypt it. After this

web server fully generates the encrypted fingerprinted and watermarked object,  $O_{fe}^{WM}$ , this server then downloads, as indicated in block 880, this particular object to the requesting client PC. In addition, the publisher also maintains, typically on its web server 335, a user database (not specifically shown) to associate particular downloaded copies of the object with given client PCs. Once a copy of the object is downloaded, then, as indicated in block 880, the publisher establishes an entry in this database for this object which associates this particular copy, in terms of its embedded fingerprint, with a symmetric encryption key used to encrypt this object and a user or the requesting client PC. Later, should a user obtain a license to access and use this downloaded object, the publisher will complete this entry in the database by adding the CID of the client PC to which the user downloaded that copy of object. Once object  $O_{fe}^{WM}$  is fully downloaded to the client PC and an appropriate entry has been established in the user database, execution of block 880 ends. Execution then exits from operation 850. To further safeguard privacy of user data, a conditional association between the user, in terms of the CID of his(her) client PC, and the particular copy downloaded to that client PC in terms of the fingerprint of that copy, can be maintained in a database held by a trusted third party. Hence, the fingerprint could point to an entry, in that database, specifying the client PC; thus, associating that particular copy to that PC. However, the third party will only be able to expose a client PC-fingerprint association after evidence of a suitable level of



piratical or fraudulent act which involve that client PC is shown to the third party.

While operation 860 is performed once by the publisher, web server 335 performs operations 870 and 880 each time a user request occurs to download a copy of a protected object.

### 3. License Transaction Operation 1100

FIG. 11 depicts a flowchart of license transaction operation 1100 that occurs within process 700 shown in FIG. 7. As noted above, this operation is performed between the client PC and the publisher to effectuate a license transaction. Through this operation, a user stationed at the client PC will submit payment for specific rights to access and use the downloaded object and then, in exchange, receive an electronic license from the publisher that conveys certain rights to the client PC for appropriately accessing and using that object. This operation is performed each time a user stationed at a client PC desires to obtain a license to use a protected object.

In particular and as shown in FIG. 11, at a start of this operation, the client PC requests a license from a desired publisher by performing client license request operation 1110. Within this operation and as indicated by block 1115, client PC<sub>j</sub> (400) establishes an Internet session with publisher's web server 335 and issues, through a web browser then executing at that

client and as per instructions from the user (typically entered through graphical selection mechanism used in conjunction with a rendered web page downloaded from the publisher's web server 335), a request to obtain a  
5 license to access and use a corresponding object (here  $O_{fe}^{WM}$ ) previously downloaded from the publisher. During the course of doing so, the user selects a degree of access and use desired for this object and authorizes an electronic payment to the publisher for a corresponding  
10 license fee. The request includes not only the rights desired and payment information -- as provided by the user, but also, as provided by the client PC and oblivious to the user, the computer ID (CID) of client PC<sub>j</sub> and a public key (PK<sub>j</sub>) associated with that particular  
15 PC.

Once this request is transmitted to publisher's web server 335, this web server performs license generation and download operation 1120. Specifically,  
20 after having received the request, web server 335 generates, as indicated in block 1122, the license ( $L_i$ ) for this object ( $O_{fe}^{WM}$ ). As stated above, the license, in the form specified in equation (1) above, is signed by the publisher and contains, of which the signature is a  
25 function: the rights vector,  $V$ , for this object; the product ID, PID, value embedded in each watermark in the object; the symmetric encryption key,  $k_i^e$ , used to encrypt the object; and the computer ID, CID, of client PC<sub>j</sub> (i.e., the individual PC to which the license is issued).  
30 The license is encrypted using the certified public key,

PK<sub>j</sub>, of client PC<sub>j</sub> which that PC has provided, as part of its license request, to the publisher.

After the license (L<sub>i</sub>) is generated by publisher's web server 335, that server updates an entry in its user database for the specific copy of the object that has been downloaded, in terms of its fingerprint and symmetric encryption key, to associate the license, through the CID of client PC<sub>j</sub>, with this particular copy. Hence, the entry now links a particular copy of the object with a particular client PC on which that copy will be used and accessed, and the specific rights of use and access of the object that have been accorded to that PC. Thereafter, as indicated by block 1124, web server 335 downloads the license to client PC<sub>j</sub>, after which operation 1120 is complete.

Lastly, in response to receipt of the license at client PC<sub>j</sub>, DRM system 456 executing at that PC creates, as indicated by block 1126, an entry in license database 570 and stores this license in that entry; hence, updating this database to contain a license for downloaded object O<sub>fe</sub><sup>WM</sup>. Once this occurs, operation 1100 is complete.

As an aid in reader understanding, FIG. 12 depicts cryptographic parameters 1200 existing in client PC<sub>j</sub> (400) after a license transaction has been completed through operation 1100, and corresponding sources from which these parameters originate.

As shown, these parameters, denoted by reference numerals 1210, 1220, 1230, 1240, 1250 and 1260, are, respectively, as supplied by publisher 330: encrypted object  $C_i$  ( $O_{fe}^{WM}$ ); the publisher's public key certificate containing the publisher's certified public key ( $PK_{VID}$ ) and the vendor ID (VID) value (i.e., an "expected" VID value); signed license ( $L_i$ ); and as supplied by watermarking authority 340: watermark key triple ( $K_j$ ,  $T_i$ ,  $T_e$ ) and root PK; and client PC public key pair ( $SK_j$ ,  $PK_j$ ) fabricated by the client PC itself, in which public key,  $PK_j$ , is certified.

#### 4. License Verification, Object Decryption and Enforcement Operations 1300

FIGs. 13A and 13B collectively depict a flowchart of license verification, object decryption and enforcement operations 1300; the correct alignment of the drawing sheets for these figures is shown in FIG. 13. As noted above, operations 1300 are performed by client  $PC_j$  (400) each time that PC requests to access or use a protected and previously downloaded software object. Operations 1300 verify the license for that object; decrypt that object; and enforce whatever restrictions, as specified in the rights contained in the license, exist on the client PC for subsequent access and use of that object.

Upon entry into operations 1300 and in response to a request to access or use a protected and previously downloaded object, the client PC first accesses, as

indicated in block 1303, that object, e.g.,  $O_{fe}^{WM}$ , from encrypted store 610. Once the object is accessed, the object is searched, through execution of block 1305, to detect a watermark in the object. If the object does not  
5 contain a watermark, in a location specified by the watermark key ( $K_j$ ), then, through execution of decision block 1307, the object is assumed unprotected. Hence, operation 1300 terminates, via NO path 1308, with the rights vector being set to, e.g., all ones ("1s"), thus  
10 signifying unlimited usage. Otherwise, execution proceeds via YES path 1309 emanating from this decision block. In this case, the client PC determines, through DRM system 456 (see FIG. 4) and specifically through decision block 1310 shown in FIGS. 13A and 13B, whether a  
15 license then exists for that object within license database 570. If no such license exists, then the values of all the bits in the rights vector for this object are set to zero, e.g., vector  $(v_1, v_2, v_3)$  is set to  $(0, 0, 0)$ , to inhibit any further access and use of this object.  
20 Thereafter, execution exits, via No path 1313 emanating from decision block 1310, from operations 1300. Alternatively, if a license is found for this object, then decision block 1310 routes execution, via Yes path 1317, to enforcer process 1320. Process 1320 is  
25 performed by the enforcer (e.g., as shown in FIG. 4, enforcers 600 and 600' for active and passive objects, respectively).

Upon entry into process 1320 shown in FIGS. 13A  
30 and 13B, block 1325 is first executed to decrypt the license ( $L_i$ ) for this object using the secret key of

client  $PC_j$  in order to yield the publisher's signature. Once this occurs, block 1330 is performed to conventionally verify the publisher's certified public key ( $PK_{VID}$ ) using the root PK value stored within the enforcer. After this certified key has been verified, the enforcer performs block 1335 to conventionally verify the publisher's signature in the license using the publisher's certified public key -- which itself has just been verified. Once this signature has been verified and given the CID value of client  $PC_j$ , the enforcer then performs block 1340 to extract the rights vector,  $V$ , the expected VID value, and the symmetric encryption key,  $k_i^e$ , from the license.

Thereafter, the enforcer, as indicated in block 1350, decrypts the downloaded object,  $O_{fe}^{WM}$ , using the symmetric encryption key ( $k_i^e$ ) extracted from the license to yield the decrypted, fingerprinted and watermarked object,  $M$  (i.e.,  $O_f^{WM}$ ), which is then stored within unencrypted buffer 650. Once the object is decrypted, the enforcer, through use of watermark detector (trigger) 660 (see FIG. 6), performs block 1355, as shown in FIGs. 13A and 13B, to detect a watermark in this object located at, e.g., a starting location given by single watermark key  $K_j$  stored within the enforcer. Thereafter, decision block 1360 executes to determine whether a watermark was found at this location or not. If a watermark was not found, then the object is assumed to be non-protected. As such, the client PC is afforded unrestrained access to and use of the object. Consequently, the values of all the bits in the rights

vector for this object are set to one, e.g., vector ( $v_1$ ,  $v_2$ ,  $v_3$ ) is set to (1, 1, 1), after which execution exits, via No path 1364 emanating from decision block 1360, from operations 1300.

5

Alternatively, if a watermark is found in the object at, e.g., a starting location specified by watermark key  $K_j$ , decision block 1360 routes execution, via Yes path 1362, to block 1365. This later decision block determines whether the expected vendor ID value, as previously provided in the object file header (here header 1010 shown in FIG. 10) exactly matches the VID value contained in the license,  $L_i$ , provided for this object. Importantly, the license must be signed by the vendor whose VID was found in the watermark. If these values do not match, then all the bits in the rights vector for this object are set to zero, e.g., vector ( $v_1$ ,  $v_2$ ,  $v_3$ ) is set to (0, 0, 0), to inhibit any further access and use of this object, after which execution exits, via No paths 1368 and 1378 emanating from decision block 1370, from operations 1300. Alternatively, if these values match, then decision block 1365 routes execution, via Yes path 1367, to block 1370. This latter block, when performed by the enforcer, sets variable PID equal to an actual value of the product ID contained in the watermark that has just been detected in the object. Thereafter, the enforcer determines, through decision block 1375 whether the actual value of the PID found in the watermark identically matches the expected value of the PID specified in the license. If a mis-match occurs, then all the bits in the rights vector for this object

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are set to zero, e.g., vector  $(v_1, v_2, v_3)$  is set to  $(0, 0, 0)$ , to inhibit any further access and use of this object, after which execution exits, via No path 1378 emanating from decision block 1370, from operations 1300.

5 In addition, decision block 1350, if license and key issue and expiration times are used, determines whether license  $L_i$  was issued later than watermark key  $K_j$  and expires before this watermark key does. If either of these conditions is not satisfied, execution also exits,  
10 via NO path 1378, with right vector  $V$  set to disallow all use of object  $M$ . Alternatively, if these PID values match (and, when used, both of the issue/expiration time conditions are met), then decision block 1375 routes execution, via Yes path 1376, to block 1380. This latter  
15 block, when performed by the enforcer, instructs client O/S 454 to set an O/S protection state for this object,  $M$  (i.e., here  $O_f^{WM}$ ), in accordance with the rights vector,  $V$ , specified in the license. As such, the O/S, and specifically DRM system 456 therein (see FIG. 6), will  
20 subsequently access and use this object, as long as its decrypted form remains in unencrypted buffer 650, strictly in accordance with the rights specified in the rights vector. Once this protection state is set, process 1320 completes as do operations 1300.

## 25 5. Object Usage Operation 1400

FIG. 14 depicts a flowchart of object usage operation 1400 that occurs within process 700 shown in  
30 FIG. 7. As noted above, this operation occurs to permit the downloaded (fingerprinted and watermarked) object,



now decrypted and residing in unencrypted buffer 650 (see FIG. 6) to be used, as requested by the client PC, but only to an extent consistent with the rights specified in the license for this object.

5

Upon entry into operation 1400 as shown in FIG. 14, client PC<sub>j</sub> (400) accesses and uses, as depicted in block 1450, the decrypted object (M) as specified in a user request (UR) consistent with and limited by the licensed rights specified in the rights vector (V). In that regard, illustratively assume UR can be set to any one the three values,  $UR \in \{1,2,3\}$ , where a value "1" indicates a user request to run (execute or play) the object; a value "2" indicates a user request to store the encrypted version of the object, i.e., maintain that version of the object within encrypted store 610 (see FIGs. 4-6); and a value "3" indicates a user request to modify the unencrypted version of the object. Hence, access and use will be governed by the following pseudo-code:

10  
15  
20

If (UR = 2 AND  $v_2 = 1$ ),  
    THEN allow the encrypted object to reside  
        within encrypted store 610;  
25 If (UR = 3 AND  $v_3 = 1$ ),  
    THEN allow the unencrypted version of the  
        object to be modified; or  
If (UR = 1 AND  $v_1 = 1$ ),  
    THEN If ( $v_3 = 0$ ) check publisher's signature on  
30       object M and allow object to be executed.

Once the unencrypted object was so used,  
block 1450 would complete, as would operation 1400. To  
the extent the rights vector permits repeated use of the  
object, operation 1400 would be re-executed each  
5 successive time client  $PC_j$  attempts to access and use  
this object.

#### 6. Client watermark key assignment

10 FIG. 15 depicts a flowchart of client watermark  
key assignment process 1500 as used in conjunction with  
our present invention. This process, involving both the  
client PC and the watermark authority, can be used to  
supply that client with a watermarking key,  $K$ . This  
15 process would be used if, for whatever reason, the  
enforcer, e.g., enforcer 600 or 600', situated in, e.g.,  
client  $PC_j$  did not possess a watermark key, e.g.,  $K_j$ , or  
due to a leak of this key from another client that used  
the same watermark key.

20 In particular, to obtain a watermark key,  
client  $PC_j$  would first establish a secure Internet  
session with server 345 situated at watermarking  
authority 340. Once this session was established, the  
25 client PC, as symbolized by line 1505, would provide the  
server with the certified public key ( $PK_j$ ) of the client  
and the computer ID (CID) of the client, and then issue a  
request to that server for a watermark key,  $K_j$ . In  
response to this request, server 345, as indicated in  
30 block 1510, would select, typically randomly,  
particularly for providing a new watermark key, one

watermark key,  $K_j$  (i.e., one key out of the  $n$  universal watermark keys previously created by the WA through prior execution of block 810 shown in FIG. 8) for use by this particular client PC. Thereafter, the server, as  
5 indicated in block 1520 shown in FIG. 15, would establish a new entry in a watermark key database (not specifically shown) that associates client  $PC_j$ , in terms of its CID, with watermark key  $K_j$ . Once this entry is created and stored, WA server 345 would encrypt the watermark key, as  
10 indicated in block 1530, using the certified public key of client  $PC_j$  and download, as symbolized by line 1535, a resulting encrypted watermarked key to this client PC. Upon receipt of the encrypted key, client  $PC_j$ , using its secret key ( $SK_j$ ), would then decrypt the encrypted  
15 watermark key and thereafter store a resulting plaintext watermark key,  $K_j$ , and the key certificate within key manager 640 located in enforcer 600 (or 600'). The key appears as a triple  $(K_j, T_i, T_e)$ , where  $K_j$  is the key itself,  $T_i$  is the issue time and  $T_e$  is expiration time.  
20 Once this occurs, client  $PC_j$ , specifically its client O/S, would set an appropriate software status switch (flag) to an "initialized" state such that the client PC can then process protected objects. As previously noted, the client PC in the absence of receiving a watermark key  
25 is unable (by virtue of this flag not having been initialized) to subsequently process any object. Key manager 640 stores the watermark key in a secured manner inaccessible to the owner and user of the client PC.

## 7. New watermark key provisioning

FIG. 16 depicts a flowchart of new watermark key provisioning process 1600 as used in conjunction with our present invention to provide a new watermark key to a client PC. This process, also involving both the client PC and the watermark authority, would be used to supply that PC with a new watermark key. This process could be invoked manually by a user in response to an alert (or prompt) generated by the enforcer, shortly before the watermark key expires (such as, e.g., 1-2 months before expiration), and reported to the DRM system which, in turn, causes the client O/S to display that alert to the user. This process can also be invoked automatically by the key manager located within the enforcer in the client PC, shortly before a watermark key then existing in that enforcer will expire. As noted above, watermark keys periodically expire, such as, e.g., every few months to a year or two, and thus need to be regularly replaced. Alternatively, the watermarking authority could contact the client PC, such as through e-mail, and request that client subsequently contact the watermarking authority to obtain a new watermark key, and, by doing so, invoke process 1600.

In particular, to obtain a new watermark key, client PC<sub>j</sub> establishes, as symbolized by line 1605 and using an existing certificate for the public key of this client PC, a secure Internet session with server 345 situated at watermarking authority 340. Once this session was established, server 345, through execution of

decision block 1610, determines, through accessing its user database, whether the certificate for the public key for client  $PC_j$  has been revoked. If this certificate has previously been revoked by the certifying authority

5 (which here, for simplicity is assumed to be the watermarking authority) -- which could occur under the same conditions a watermark key was revoked (i.e., detected piratical activities involving this client PC), the WA will not supply that client with any new keys,

10 thereby denying that client any access to future watermarked objects -- provided the issue/expiration time interval of the license for each of these objects would be within that of the new revoked watermark key. In this instance, process 1600 aborts with execution exiting, via

15 Yes path 1613 emanating from decision block 1610.

Alternatively, if the existing client public key certificate is valid, execution proceeds, via No path 1617 emanating from decision block 1610, to decision

20 block 1620. This latter decision block, when executed, determines whether the watermark key,  $K_j$ , then being used by client  $PC_j$  has itself been revoked. A watermark key can be revoked because of illicit behavior of another client PC which shares the same watermark key. In that

25 instance, the certificate of the latter client will be revoked. Other clients which share this key will obtain a new watermark key; the existing watermark key will not be revoked as to those clients. In this instance, if the watermark key has been revoked, process 1600 aborts with

30 execution exiting, via Yes path 1623 emanating from decision block 1620.

If, however, the existing watermark key for client  $PC_j$  has not been revoked, then decision block 1620 routes execution, via No path 1627 emanating from this decision block, to block 1640. Server 345, through execution of block 1640, selects, typically randomly, a new watermark key,  $K_j'$  (i.e., a different key out of the  $n$  universal watermark keys previously created by the WA through execution of block 810 shown in FIG. 8) as the watermark key for client  $PC_j$ , i.e., as key  $K_j$ . Once this new watermark key has been selected, server 345 sends, through execution of block 1650, shown in FIG. 16, and as symbolized by line 1660, the new watermark key along with, if a watermark key triple is being used, its associated issue and expiration times ( $T_i'$  and  $T_e'$ , respectively) to the client PC. Client  $PC_j$ , in turn, and specifically key manager 640 executing therein substitutes the new public key certificate and the new watermark key (key triple, where used) in enforcer 600 (or 600') for the corresponding pre-existing items.

#### 8. Illustrative techniques for embedding watermarks in objects

We will now discuss two illustrative techniques which can be used to embed, and, specifically, in this context, hide, a watermark in passive and active software objects.

a. Passive objects

To provide sufficient robustness against adversarial tampering or corruption, individual watermark bits should preferably be spatially spread across a considerably larger number of bits in the object, e.g., starting at a location specified by a corresponding one of the secret watermark keys.

In the context of a graphical object, such as a movie or video recording, which is organized into pre-defined blocks of data, such as frames, wherein each such block contains a relatively large number of data bits, a small number, such as one or more, individual bits of a watermark can be readily hidden in each such block. In this case and as illustratively shown in FIG. 17 and described above, a single watermark bit can be readily hidden, with sufficient robustness, within a frame of a digitized movie or video recording.

In essence, a single bit could be spread, using conventional spatial spreading techniques, over a considerable number,  $m$  (where  $m$  is a length of a spread sequence), of pixels in a common frame. To do so, values of a succession of  $m$  pixels could be varied by a secret predefined pseudo-random marking sequence of  $\pm 1$  marks, with each mark being a change, either by subtraction or addition, of a gray level in a corresponding pixel. Hence, each of the  $m$  successive pixels would have its gray level intentionally varied, either up or down by a single gray level, as dictated by a corresponding mark in

the sequence. The specific marking sequence in use is known both to the applicable enforcer and whatever organization, e.g., a watermarking authority, that embeds the watermark in an object.

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To detect a watermark bit, a trigger (e.g., a watermark detector situated in enforcer 600', shown in FIG. 6, located in a media card) would form a dot product of the  $m$  pixel values and the pseudo-random marking sequence (i.e., a particular value of a mark in the marking sequence multiplied by an actually detected value of a corresponding one of the  $m$  pixel values in the object) and then sum all resulting products. Given the pseudo-random nature of the marking sequence, the unmodified pixel values ("payload values") will approximately cancel out, thus leaving a positive or negative sum of squares of just the variations, i.e., the marks. Presence of a single "1" bit in a watermark would be indicated by a relatively large positive sum, i.e., approximately equal to the value of  $m$ . If a "-1" watermark bit were to be embedded, the same process would be used; however, the marks (gray scale variations) in the pseudo-random marking sequence would be reversed (-1 would be used for +1 one, and vice versa), thereby resulting in a large negative sum of squares, approximately equal to a value of  $-m$ . Moreover, rather than just embedding a single watermark bit just once in a common frame of data, to provide enhanced robustness, the same bit can be embedded multiple times in that frame or even extending, multiple times, over several frames -- regardless of whether those frames are successive or not.

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Since the watermark key would need to point to one pixel, as, e.g., a starting location, in a substantially large object, such as a movie, the watermark key would need to contain a considerably larger address than that afforded by, e.g., a 20-bit watermark value. Hence, the watermark key could serve as a "seed", which, through conventional deterministic calculations (watermark key values, as noted above, are themselves pseudo-random numbers generated through use of a random number "seed"), can be used to generate an appropriately long pixel address (either on a physical location or temporal (playing time) basis) given an address space inherent in the object. In this regard and for further details, see, e.g., section 5.3, pages 173-175 entitled "Pseudorandom bit generation" of A. J. Menezes, Handbook of Applied Cryptography (© 1997, CRC Press), which is incorporated by reference herein. The watermark key could also contain information specifying whether a single watermark bit is encoded through multiple sequences of pixels and their separation, in terms of spreading distances, and, if multiple frames are involved, an identification of those frames, such as through, e.g., frame numbers or inter-frame spread distances or other suitable indicia.

The number of marks (i.e., length of the marking sequence) that should be used in any instance, for a given level of robustness, is readily determinable through conventional and well-known communication theory. Moreover, a sufficient number of marks could be used such that efficient uniform adversarial jamming would noticeably degrade quality of the payload data, hence

diminishing commercial attractiveness of and demand for a resulting "jammed" version of a protected passive object.

Now, with specific reference to FIG. 18, this figure depicts three successive illustrative pixels 1810, 1820 and 1830 having payload (non-modified) multi-bit values of  $a_0$ ,  $a_1$  and  $a_2$ , respectively. An illustrative pseudo-random marking sequence containing values of +1, -1 and -1 corresponding to these three pixels varies the multi-bit values for these pixels by adding, subtracting and subtracting, respectively, one gray level from these pixel values, thereby yielding corresponding pixel values  $a_0+1$ ,  $a_1-1$  and  $a_2-1$  which are stored, in lieu of values  $a_0$ ,  $a_1$  and  $a_2$ , within a protected graphical object. This process is repeated for those successive pixel values that are to remaining marks for the present watermark and all marks for each and every other watermark that is to be embedded in that object.

#### b. Active objects

Active (executable) objects, i.e., payload code, can be robustly watermarked through, e.g., use of execution graph inseparability. Here, watermark keys would not necessarily point to a location in a protected program at which a watermark is located but rather would be supplied by enforcer 600 (see FIG. 6) during initial execution of the program and would then be used to compute, through embedded "watermark code", a corresponding watermark value. If the computed watermark value failed to match a watermark value provided in an

associated license for the protected program, the enforcer would instruct the client O/S to immediately terminate further execution of that program.

5           In essence, a rather small executable program (i.e., the watermark code) computes a watermark value, here VID given a corresponding watermark key ( $K_i$ ). In that regard and as an illustrative technique, let:

10            $f_1$  be a one way function;  
               $f_2$  be a symmetric encryption function;  
               $u_1, \dots, u_n$  be watermark variable names;  
               $K_1, \dots, K_n$  be the  $n$  secret watermark keys; and

15           such that: for all  $i$ ,  $u_i = f_1(K_i)$ ; and with the value of  $u_i$  being  $v_i$ ,  $f_2(K_i, v_i) = \text{VID}$ . Hence, the watermark code, given the watermark key ( $K_i$ ), would compute the VID value.

20           The watermark code is repeatedly spliced and tightly integrated into a control flow of a payload program ("payload code") such that the former program becomes extremely difficult, if not for all practical purposes impossible, to separate from the latter program.

25           Specifically, non-watermarked payload code and the watermark code would each be applied to a conventional program analysis tool (not shown). This tool generates corresponding digitized flow graph  
30           representations for the payload code and the watermark code. Nodes are then selected in the flow graph of the

payload program, typically on a random or pseudo-random basis. Two edges (out-going and return) are then inserted between each such node in order to insert a copy of the watermark code into the execution flow of the payload code: the out-going edge directs execution from the payload code to the watermark code, while the return edge returns execution from the watermark code back to the payload code; thus, yielding a combined flow graph for the watermarked payload code. Thereafter, the resulting executable version of the watermarked payload code is conventionally assembled from the combined flow graph.

Since the flow pattern of the watermark code is repeatedly and highly intertwined with (tightly spliced into) the flow pattern of the non-marked payload code, the watermarks are practically impossible to either remove from the watermarked payload code and/or circumvent. Furthermore, watermark code is preferably added in such a manner that the flow pattern of resulting watermark code is not substantially different from that of the non-marked payload code such that the watermark code is also extremely difficult for the third party adversary to discern using, e.g., standard flow analysis tools.

All the copies of the inserted watermark code can be scattered on uniform, random or pseudo-random basis throughout the watermarked payload code. In this manner, the watermark code instances will not be centralized in any one portion of the watermarked object.

Furthermore, each of these instances is written with conventional standard code "obfuscation" techniques to further camouflage their functionality.

5                   Now, with specific reference to FIG. 19, this figure depicts illustrative BORE-resistant software object 1900 containing payload code 1910. This code, here represented as an illustrative execution flow graph includes execution blocks 1911, 1913, 1915, 1918 and 1919 (among others not shown). Code 1930 contains illustrative watermark code instances 1930<sub>1</sub> and 1930<sub>2</sub> (also among others, specifically all totaling n such instances, not shown to simplify the drawing), each having an associated execution flow graph. Edges 1920 and 1940 have been added into the flow graph for payload code 1910 in order to break flow path 1912 and splice watermark code 1930<sub>1</sub> therein, with out-going edge 1920 directing execution flow from block 1911 in payload code 1910 to watermark code 1930<sub>1</sub> and return edge 1940 returning execution flow from watermark code 1930<sub>1</sub> back to payload code 1910 and specifically to next successive block 1913 therein. Edges 1950 and 1960 have been added into the flow graph for payload code 1910 in order to break flow path 1916 and splice watermark code 1930<sub>2</sub> therein, with out-going edge 1950 directing execution flow from block 1915 in payload code 1910 to watermark code 1930<sub>2</sub> and return edge 1960 returning execution flow from watermark code 1930<sub>2</sub> back to payload code 1910 and specifically to next successive block 1918 therein.

As one can now clearly appreciate, we have described our invention in the context of providing a substantial degree of BORE-resistance to software objects and hence security against piracy of those objects through using multiple watermark keys to point, in some fashion, e.g., spatially or temporally, to specific corresponding watermarks embedded in a protected object. If far less security is required in a given application, such as where a license fee will not be charged, we can appreciably relax the requirements of watermarks and associated licenses we employ -- even to a point of eliminating a license altogether. For example, for those objects not likely to be pirated or where piracy is not a major concern to a publisher, a watermark could just contain either a single bit value that specifies whether an object carrying that watermark can be copied or not, or a few more bits that collectively provide specific access and usage rights to that object. The enforcer would simply detect the watermark value and pass that value to a DRM system which, in turn, would set a client O/S protection state for that object in accordance with this value. Through this scenario, all users of the object would have the same rights to access and use the object. Hence, a license would not be needed and could be eliminated. Furthermore, the object would not be encrypted or fingerprinted. Alternatively, to provide enhanced security for certain other applications, the object could be encrypted, such as through use of a symmetric encryption key, and a "basic" license, though not linked to any watermark, employed to supply that key to each requested user. Clearly, those skilled in the

art readily recognize that the contents of a license, the manner in which the license is used, the contents of the embedded watermarks and the manner through which the watermarks are used, either in conjunction with or in the absence of a license, in controlling access and use can all be varied widely, from a highly secure implementation (such as that described in detail above in the context of FIGs. 3-19) to one that provides much a lower level of security against piracy, in order to suit the security needs of any particular application that disseminates software objects, whether passive or active, to requesting users.

Additionally, we have described all  $n$  watermarks embedded in a common software object as being identical, i.e., possessing the same value. However, the watermark values need not be so limited and, in fact, can differ among the  $n$  watermarks embedded in the common software object. In that regard, all, some or none of these watermarks can share a common value. While use of such differing values will provide an additional measure of security against adversarial attacks, doing so will increase processing complexity at the publisher (or vendor) in order to associate a particular watermark value with a given watermark key and provide the proper watermark value (WM) with a given license. Moreover, if need be, watermark values can vary across different objects as well -- though this too will also increase processing complexity, in order to properly account for the watermark keys, not only at a publisher (or vendor) but also at the watermarking authority.

Furthermore, although we have described the publisher, and specifically its web server 335, as downloading both the encrypted, fingerprinted and watermarked software object ( $O_{fe}^{WM}$ ) and the license, each of these items can be supplied through different servers and by different entities. This can easily arise where the object may be published by one entity, but distributed by several others, the latter being vendors distinct from the publisher. For example, while each vendor may separately provide the object for download, the publisher may require that a user can only obtain a license to access and use the object from the publisher, and thus needs to establish a network session with the publisher's web server to do so. In a segregated vendor-publisher scenario, both the vendor which downloads the object to a requesting user as well as the publisher which downloads a license to that user should have access to a common user database in order to create and update user entries, in response to user download activity, that properly associate individual copies of each downloaded software object with the individual client PC to which that copy is downloaded and then licensed. Moreover, the watermarking authority could be eliminated in favor of publisher 330, specifically its web server 335 -- as noted above, or by a vendor and its web server, to the extent the publisher and vendor(s) are separate entities.

In addition, while the license transaction is described as preferably occurring over a networked connection between a client PC and a vendor or publisher



(to the extent the latter two are different), this transaction can occur in a non-networked environment as well. In this case, diskettes, whether magnetic or optical, or other removable and transportable media could be used to transport and distribute a watermarked software object from a content provider (publisher or vendor) to requesting users. Any such user can then transact, such as through a telephone, with that publisher or vendor to obtain a license provided on, e.g., the same (or different) type of media which is then sent to that user through postal mail or other physical delivery mechanism. Furthermore, to the extent the content provider supplies the object on a given physical media, such as on a particular diskette, CD-ROM or other medium, that provider could also store the associated license (or licenses, each with different rights to access and use the object) on the very same physical media as that which stores the object and send that particular media to the user for insertion into a suitable player connected either to his(her) PC or other equipment which contains an appropriate digital rights management system consistent in operation with that described above. In exchange for receiving payment for the license, the provider will issue a suitable key, or other parameter through which the PC can then read the license (or a specific one of a number of licenses, corresponding to an amount of the payment made to the provider).

5

We claim:

- 1 1. A computer system capable of accessing and  
2 controlling use of a watermarked software object, the  
3 system comprising:  
4 a processor; and  
5 a memory having computer executable instructions  
6 stored therein; and  
7 wherein the processor, in response to the stored  
8 executable instructions:  
9 reads a specific one of a plurality of  
10 watermarks embedded in the software object so as to yield  
11 an actual watermark value, wherein the specific one  
12 watermark is defined by a predefined value of a watermark  
13 key previously provided to and stored within the system;  
14 and  
15 sets usage rights applicable to the object in  
16 response to the actual watermark value so as to control  
17 further use of the object by the computer system.
- 1 2. The system in claim 1 wherein the object is either a  
2 passive or active object, the passive object comprising  
3 content and the active object comprising executable code.
- 1 3. The system in claim 2 wherein, the processor, in  
2 response to the stored instructions and as part of the  
3 usage rights setting operation, supplies the usage rights  
4 to an operating system executing in the computer system  
5 in order to set a protection state applicable to the  
6 object.

1 4. The system in claim 3 wherein the watermark key  
2 expires after a predefined period of time elapses and the  
3 processor, in response to the stored instructions,  
4 obtains a new watermark key for subsequent use in lieu of  
5 the expired watermark key, wherein the new watermark key  
6 defines a different one of the plurality of watermarks  
7 embedded in the object.

1 5. The system in claim 3 wherein the value of the  
2 watermark key defines a pointer to a location in the  
3 object at which the specific one watermark appears.

1 6. The system in claim 5 wherein the location is a  
2 starting location.

1 7. The system in claim 5 wherein all of the plurality  
2 of said watermarks embedded in the object contain an  
3 identical watermark value.

1 8. The system in claim 7 wherein the identical  
2 watermark value contains a concatenation of a product  
3 identification value associated with the object and an  
4 identification value associated with the object provider.

1 9. The system in claim 3 wherein the processor, in  
2 response to the stored instructions:  
3 reads a license for the object, the license  
4 specifying an expected value of a first parameter and the  
5 usage rights of the object;

6 compares the expected value of the first parameter  
7 against an actual value of the first parameter contained  
8 in the specific one watermark;

9 if the actual and expected values for first  
10 parameter do not identically match each other, prevents  
11 the object from being used.

1 10. The system in claim 9 wherein the processor, in  
2 response to the stored instructions:

3 obtains an expected value of a second parameter  
4 communicated with the specific one object;

5 extracts, from the specific one watermark detected  
6 in the object, the actual value of the first parameter  
7 and an actual value of the second parameter;

8 compares the expected values of the first and second  
9 parameters against the actual values of the first and  
10 second parameters, respectively; and

11 if the actual values of the first and second  
12 parameters identically and respectively match the  
13 expected values of the first and second parameters,  
14 permits the object to be used in accordance with the  
15 usage rights specified in the license.

1 11. The system in claim 10 wherein the processor, in  
2 response to the stored instructions, verifies that the  
3 license is signed by the object provider specified  
4 through the actual value of the second parameter found in  
5 the specific one watermark.

1 12. The system in claim 10 wherein the first and second  
2 parameters comprise a product identification (PID) value  
3 and a vendor identification (VID) value, respectively.

1 13. The system in claim 9 wherein the license a  
2 decryption key.

1 14. The system in claim 13 wherein the processor, in  
2 response to the stored instructions, generates a request  
3 for the license, wherein the request specifies the  
4 object.

1 15. The system in claim 14 wherein the request for the  
2 license further comprises a public key value associated  
3 with the computer system; and the license further  
4 comprises the expected value of the first parameter and  
5 the usage rights.

1 16. The system in claim 15 wherein the license further  
2 comprises a signature generated through use of a public  
3 key associated with a provider of the object, the  
4 signature being a function of the expected value of the  
5 first parameter and the usage rights.

1 17. The system in claim 16 wherein the processor, in  
2 response to the stored instructions:  
3 performs a license verifying operation by:  
4 verifying, using a predefined cryptographic  
5 parameter stored in the computer system, the public key  
6 associated with the object provider so as to define a  
7 certified public key of the object provider; and

8           verifying, using the certified public key of  
9     the object provider, the signature in the license as  
10    generated by the object provider so as to define a  
11    verified signature; and  
12           performs an extraction operation by extracting, from  
13    the verified signature, the expected value of the first  
14    parameter, the encryption key and the usage rights.

1     18. The system in claim 17 wherein the value of the  
2     watermark key defines a pointer to a location in the  
3     object at which the specific one watermark appears.

1     19. The system in claim 18 wherein the location is a  
2     starting location.

1     20. The system in claim 18 wherein all of the plurality  
2     of said watermarks embedded in the object contain an  
3     identical watermark value.

1     21. The system in claim 20 wherein the identical  
2     watermark value contains a concatenation of a product  
3     identification value associated with the object, as the  
4     first parameter, and a vendor identification value  
5     associated with the object provider.

1     22. The system in claim 17 wherein the processor, in  
2     response to the stored instructions:  
3            decrypts the object, as downloaded by the object  
4     provider to the computer system, using the decryption key  
5     specified in the license so as to yield a decrypted  
6     version of the object; and

7           reads the value of the specific one watermark in the  
8           decrypted version of the object.

1       23. The system in claim 22 wherein the decryption key is  
2       a symmetric encryption key which has been previously  
3       used, by the object provider, to encrypt the object in  
4       order to produce the encrypted version of the object.

1       24. The system in claim 22 wherein the watermark key  
2       expires after a predefined period of time elapses and the  
3       processor, in response to the stored instructions,  
4       obtains a new watermark key for subsequent use in lieu of  
5       the expired watermark key, wherein the new watermark key  
6       defines a different one of the plurality of watermarks  
7       embedded in the object.

1       25. The system in claim 22 further comprising an  
2       enforcer having:  
3           an encrypted store for storing the encrypted version  
4       of the object produced by the object provider;  
5           a decrypter for decrypting, using the decryption  
6       key, the encrypted version of the object stored in the  
7       encrypted store so as to yield a decrypted version of the  
8       object;  
9           an unencrypted buffer for storing the decrypted  
10      object;  
11          a watermark detector for detecting the presence of  
12      the specific one watermark embedded in the decrypted  
13      version of the object and for obtaining therefrom the  
14      actual value of the first parameter; and  
15          a license verifier which:



performs the license verifying operation and, once the signature in the license is verified, the extraction operation so as to yield the decryption key, the expected value of the first parameter and the usage rights;

compares the expected value against the actual value of the first parameter; and

if the actual and expected values for first parameter do not identically match each other, then sets, in conjunction with the operating system, the protection state to prevent further use of the decrypted version of the object while the decrypted version remains in the unencrypted buffer.

26. The system in claim 25 wherein the processor, in response to the stored instructions:

obtains an expected value of a second parameter communicated with the specific one object;

extracts, from the specific one watermark detected in the object, the actual value of the first parameter and an actual value of the second parameter;

compares the expected values of the first and second parameters against the actual values of the first and second parameters, respectively; and

if the actual values of the first and second parameters identically and respectively match the expected values of the first and second parameter sets, in conjunction with the operating system and consistent with the usage rights, the protection state to govern use of the decrypted version of the object while the decrypted version remains in the unencrypted buffer.

1 27. The system in claim 26 wherein the first and second  
2 parameters comprise a product identification (PID) value  
3 and a vendor identification (VID) value, respectively.

1 28. The system in claim 25 wherein if the license exists  
2 for the object, the processor, in response to the stored  
3 instructions and through the license verifier, sets the  
4 usage rights to appropriate values so as to inhibit  
5 further use of the decrypted object if the watermark  
6 detector fails to detect the specific one watermark in  
7 the decrypted version of the object.

1 29. The system in claim 28 wherein either all or a  
2 portion of the enforcer is located either in the  
3 operating system or in a media card associated with the  
4 computer system.

1 30. The system in claim 28 wherein the operating system  
2 comprises a digital rights management system having a  
3 license database which stores the license, and,  
4 subsequently, in response to a request issued by the  
5 computer system to access the object, provides the  
6 license to the enforcer.

1 31. The system in claim 30 wherein the request for the  
2 license further comprises an authorization for payment of  
3 a predefined fee in exchange for the license.

1 32. The system in claim 28 wherein the value of the  
2 watermark key defines a pointer to a location in the  
3 object at which the specific one watermark appears.

1 33. The system in claim 32 wherein the location is a  
2 starting location.

1 34. The system in claim 32 wherein all of the plurality  
2 of said watermarks embedded in the object contain an  
3 identical watermark value.

1 35. The system in claim 34 wherein the identical  
2 watermark value contains a concatenation of a product  
3 identification value associated with the object, as the  
4 first parameter, and a vendor identification value  
5 associated with the object provider.

1 36. The system in claim 28 wherein the decryption key is  
2 a symmetric encryption key which has been previously  
3 used, by the object provider, to encrypt the object in  
4 order to produce the encrypted version of the object.

1 37. The system in claim 28 wherein the watermark key  
2 expires after a predefined period of time elapses and the  
3 processor, in response to the stored instructions,  
4 obtains a new watermark key for subsequent use in lieu of  
5 the expired watermark key, wherein the new watermark key  
6 defines a different one of the plurality of watermarks  
7 embedded in the object.

1 38. The system in claim 3 wherein the processor, in  
2 response to the stored instructions, downloads the  
3 object, via a network connection, from a first server.

1 39. The system in claim 38 wherein the watermark key  
2 expires after a predefined period of time elapses and the  
3 processor, in response to the stored instructions,  
4 obtains a new watermark key for subsequent use in lieu of  
5 the expired watermark key, wherein the new watermark key  
6 defines a different one of the plurality of watermarks  
7 embedded in the object.

1 40. The system in claim 38 wherein the value of the  
2 watermark key defines a pointer to a location in the  
3 object at which the specific one watermark appears.

1 41. The system in claim 40 wherein the location is a  
2 starting location.

1 42. The system in claim 40 wherein all of the plurality  
2 of said watermarks embedded in the object contain an  
3 identical watermark value.

1 43. The system in claim 42 wherein the identical  
2 watermark value contains a concatenation of a product  
3 identification value associated with the object and a  
4 vendor identification value associated with the object  
5 provider.

1 44. The system in claim 38 wherein the processor, in  
2 response to the stored instructions:  
3 reads a license for the object, the license  
4 specifying an expected value of a first parameter and the  
5 usage rights of the object;

6 compares the expected value of the first parameter  
7 against an actual value of the first parameter contained  
8 in the specific one watermark;

9 if the actual and expected values for first  
10 parameter do not identically match each other, prevents  
11 the object from being used.

1 45. The system in claim 44 wherein the processor, in  
2 response to the stored instructions:

3 obtains an expected value of a second parameter  
4 communicated with the specific one object;

5 extracts, from the specific one watermark detected  
6 in the object, the actual value of the first parameter  
7 and an actual value of the second parameter;

8 compares the expected values of the first and second  
9 parameters against the actual values of the first and  
10 second parameters, respectively; and

11 if the actual values of the first and second  
12 parameters identically and respectively match the  
13 expected values of the first and second parameters,  
14 permits the object to be used in accordance with the  
15 usage rights specified in the license.

1 46. The system in claim 45 wherein the processor, in  
2 response to the stored instructions, verifies that the  
3 license is signed by the object provider specified  
4 through the actual value of the second parameter found in  
5 the specific one watermark.

1 47. The system in claim 45 wherein the first and second  
2 parameters comprise a product identification (PID) value  
3 and a vendor identification (VID) value, respectively.

1 48. The system in claim 44 wherein the license comprises  
2 a decryption key.

1 49. The system in claim 40 wherein the processor, in  
2 response to the stored instructions, obtains the license  
3 from a second server and via a network connection  
4 existing between the computer system and the second  
5 server.

1 50. The system in claim 49 wherein the first and second  
2 servers are the same.

1 51. The system in claim 49 wherein the request for the  
2 license further comprises a public key value associated  
3 with the computer system; and the license further  
4 comprises the expected value of the first parameter and  
5 the usage rights.

1 52. The system in claim 51 wherein the processor, in  
2 response to the stored instructions, generates a request,  
3 via a network connection, to the second server for the  
4 license, wherein the request specifies the object.

1 53. The system in claim 52 wherein the license further  
2 comprises a signature generated through use of a public  
3 key associated with a provider of the object, the

signature being a function of the expected value of the first parameter and the usage rights.

54. The system in claim 53 wherein the processor, in response to the stored instructions:

performs a license verifying operation by:

verifying, using a predefined cryptographic parameter stored in the computer system, the public key associated with the object provider so as to define a certified public key of the object provider; and

verifying, using the certified public key of the object provider, the signature in the license as generated by the object provider so as to define a verified signature; and

performs an extraction operation by extracting, from the verified signature, the expected value of the first parameter, the encryption key and the usage rights.

55. The system in claim 54 wherein the value of the watermark key defines a pointer to location in the object at which the specific one watermark appears.

56. The system in claim 55 wherein the location is a starting location.

57. The system in claim 55 wherein all of the plurality of said watermarks embedded in the object contain an identical watermark value.

58. The system in claim 57 wherein the identical watermark value contains a concatenation of a product

identification value associated with the object, as the first parameter, and a vendor identification value associated with the object provider.

59. The system in claim 54 wherein the processor, in response to the stored instructions:

decrypts the object, as downloaded by the object provider to the computer system, using the decryption key specified in the license so as to yield a decrypted version of the object; and

reads the value of the specific one watermark in the decrypted version of the object.

60. The system in claim 59 wherein the decryption key is a symmetric encryption key which has been previously used, by the object provider, to encrypt the object in order to produce the encrypted version of the object.

61. The system in claim 59 wherein the watermark key expires after a predefined period of time elapses and the processor, in response to the stored instructions, obtains a new watermark key for subsequent use in lieu of the expired watermark key, wherein the new watermark key defines a different one of the plurality of watermarks embedded in the object.

62. The system in claim 59 further comprising an enforcer having:

an encrypted store for storing the encrypted version of the object produced by the object provider;



5           a decrypter for decrypting, using the decryption  
6     key, the encrypted version of the object stored in the  
7     encrypted store so as to yield a decrypted version of the  
8     object;

9           an unencrypted buffer for storing the decrypted  
10    object;

11          a watermark detector for detecting the presence of  
12    the specific one watermark embedded in the decrypted  
13    version of the object and for obtaining therefrom the  
14    actual value of the first parameter; and

15          a license verifier which:

16               performs the license verifying operation and,  
17    once the signature in the license is verified, the  
18    extraction operation so as to yield the decryption key,  
19    the expected value of the first parameter and the usage  
20    rights;

21               compares the expected value against the actual  
22    value of the first watermark; and

23               if the actual and expected values for first  
24    parameter do not identically match each other, then sets,  
25    in conjunction with the operating system, the protection  
26    state to prevent further use of the decrypted version of  
27    the object while the decrypted version remains in the  
28    unencrypted buffer.

1     63. The system in claim 62 wherein the processor, in  
2     response to the stored instructions:

3           obtains an expected value of a second parameter  
4     communicated with the specific one object;

5 extracts, from the specific one watermark detected  
6 in the object, the actual value of the first parameter  
7 and an actual value of the second parameter;  
8 compares the expected values of the first and second  
9 parameters against the actual values of the first and  
10 second parameters, respectively; and  
11 if the actual value of the first and second  
12 parameters identically and respectively match the  
13 expected values of the first and second parameter sets,  
14 in conjunction with the operating system and consistent  
15 with the usage rights, the protection state to govern use  
16 of the decrypted version of the object while the  
17 decrypted version remains in the unencrypted buffer.

1 64. The system in claim 63 wherein the first and second  
2 parameters comprise a product identification (PID) value  
3 and a vendor identification (VID) value, respectively.

1 65. The system in claim 62 wherein if the license exists  
2 for the object, the processor, in response to the stored  
3 instructions and through the license verifier, sets the  
4 usage rights to appropriate values so as to inhibit  
5 further use of the decrypted object if the watermark  
6 detector fails to detect the specific one watermark in  
7 the decrypted version of the object.

1 66. The system in claim 65 wherein either all or a  
2 portion of the enforcer is located either in the  
3 operating system or in a media card associated with the  
4 computer system.

1 67. The system in claim 65 wherein the operating system  
2 comprises a digital rights management system having a  
3 license database which stores the license, and,  
4 subsequently, in response to a request issued by the  
5 computer system to access the object, provides the  
6 license to the enforcer.

1 68. The system in claim 67 wherein the request for the  
2 license further comprises an authorization for payment of  
3 a predefined fee in exchange for the license.

1 69. The system in claim 65 wherein the value of the  
2 watermark key defines a pointer to a location in the  
3 object at which the specific one watermark appears.

1 70. The system in claim 69 wherein the location is a  
2 starting location.

1 71. The system in claim 69 wherein all of the plurality  
2 of said watermarks embedded in the object contain an  
3 identical watermark value.

1 72. The system in claim 71 wherein the identical  
2 watermark value contains a concatenation of a product  
3 identifier associated with the object and an identifier  
4 associated with the object provider.

1 73. The system in claim 62 wherein the first and second  
2 servers are the same.

1 74. The system in claim 62 wherein the decryption key is  
2 a symmetric encryption key which has been previously  
3 used, by the object provider, to encrypt the object in  
4 order to produce the encrypted version of the object.

1 75. The system in claim 62 wherein the watermark key  
2 expires after a predefined period of time elapses and the  
3 processor, in response to the stored instructions,  
4 obtains a new watermark key for subsequent use in lieu of  
5 the expired watermark key, wherein the new watermark key  
6 defines a different one of the plurality of watermarks  
7 embedded in the object.

1 76. The system in claim 62 wherein the processor, in  
2 response to the stored instructions, obtains the new  
3 watermark key, via a network connection, from a third  
4 server.

1 77. The system in claim 62 wherein the third server is  
2 either the same as the first or second server, or is  
3 associated with a third party watermarking authority.

1 78. The system in claim 77 wherein the first and second  
2 servers are the same.

1 79. In a computer system having a processor and a memory  
2 having computer executable instructions stored therein, a  
3 method, implemented through execution of the stored  
4 instructions, for accessing and controlling use of a  
5 watermarked software object comprising the steps of:

6           reading a specific one of a plurality of watermarks  
7       embedded in the software object so as to yield an actual  
8       watermark value, wherein the specific one watermark is  
9       defined by a predefined value of a watermark key  
10      previously provided to and stored within the system; and  
11           setting usage rights applicable to the object in  
12      response to the actual watermark value so as to control  
13      further use of the object by the computer system.

1       80. The method in claim 79 wherein the object is either  
2       a passive or active object, the passive object comprising  
3       content and the active object comprising executable code.

1       81. The method in claim 80 wherein the usage rights  
2       setting step comprises the step of supplying the usage  
3       rights to an operating system executing in the computer  
4       system in order to set a protection state applicable to  
5       the object.

1       82. The method in claim 81, wherein the watermark key  
2       expires after a predefined period of time elapses,  
3       further comprising the step of obtaining a new watermark  
4       key for subsequent use in lieu of the expired watermark  
5       key, wherein the new watermark key defines a different  
6       one of the plurality of watermarks embedded in the  
7       object.

1       83. The method in claim 81 wherein the value of the  
2       watermark key defines a pointer to a location in the  
3       object at which the specific one watermark appears.

1 84. The method in claim 83 wherein the location is a  
2 starting location.

1 85. The method in claim 83 wherein all of the plurality  
2 said watermarks embedded in the object contain an  
3 identical watermark value.

1 86. The method in claim 85 wherein the identical  
2 watermark value contains a concatenation of a product  
3 identification value associated with the object and an  
4 identification value associated with the object provider.

1 87. The method in claim 81 comprising the steps of:  
2 reading a license for the object, the license  
3 specifying an expected value of a first parameter and the  
4 usage rights of the object:  
5 comparing the expected value of the first parameter  
6 against an actual value of the first parameter contained  
7 in the specific one watermark;  
8 if the actual and expected values for first  
9 parameter do not identically match each other, preventing  
10 the object from being used.

1 88. The method in claim 87 comprising the steps of:  
2 obtaining an expected value of a second parameter  
3 communicated with the specific one object;  
4 extracting, from the specific one watermark detected  
5 in the object, the actual value of the first parameter  
6 and an actual value of the second parameter;

7 comparing the expected values of the first and  
8 second parameters against the actual values of the first  
9 and second parameters, respectively; and

10 if the actual values of the first and second  
11 parameters identically and respectively match the  
12 expected values of the first and second parameters,  
13 permitting the object to be used in accordance with the  
14 usage rights specified in the license.

1 89. The method in claim 88 comprising the step of  
2 verifying that the license is signed by the object  
3 provider specified through the actual value of the second  
4 parameter found in the specific one watermark.

1 90. The method in claim 88 wherein the first and second  
2 parameters comprise a product identification (PID) value  
3 and a vendor identification (VID) value, respectively.

1 91. The method in claim 87 wherein the license comprises  
2 a decryption key.

1 92. The method in claim 91 comprising the step of  
2 generating a request for the license, wherein the request  
3 specifies the object.

1 93. The method in claim 92 wherein the request for the  
2 license further comprises a public key value associated  
3 with the computer system; and the license further  
4 comprises the expected value of the first parameter and  
5 the usage rights.

1 94. The method in claim 93 wherein the license further  
2 comprises a signature generated through use of a public  
3 key associated with a provider of the object, the  
4 signature being a function of the expected watermark  
5 value, the usage rights.

1 95. The method in claim 94 further comprising the steps  
2 of:

3 performing a license verifying operation by:  
4 verifying, using a predefined cryptographic  
5 parameter stored in the computer system, the public key  
6 associated with the object provider so as to define a  
7 certified public key of the object provider; and  
8 verifying, using the certified public key of  
9 the object provider, the signature in the license as  
10 generated by the object provider so as to define a  
11 verified signature; and  
12 performing an extraction operation by extracting,  
13 from the verified signature, the expected value of the  
14 first parameter, the encryption key and the usage rights.

1 96. The method in claim 95 wherein the value of the  
2 watermark key defines a pointer to a location in the  
3 object at which the specific one watermark appears.

1 97. The method in claim 96 wherein the location is a  
2 starting location.

1 98. The method in claim 96 wherein all of the plurality  
2 of said watermarks embedded in the object contain an  
3 identical watermark value.



1 99. The method in claim 98 wherein the identical  
2 watermark value contains a concatenation of a product  
3 identification value associated with the object, as the  
4 first parameter, and a vendor identification value  
5 associated with the object provider.

1 100. The method in claim 95 comprising the steps of:  
2 decrypting the object, as downloaded by the object  
3 provider to the computer system, using the decryption key  
4 specified in the license so as to yield a decrypted  
5 version of the object; and  
6 reading the value of the specific one watermark in  
7 the decrypted version of the object.

1 101. The method in claim 100 wherein the decryption key  
2 is a symmetric encryption key which has been previously  
3 used, by the object provider, to encrypt the object in  
4 order to produce the encrypted version of the object.

1 102. The method in claim 100, wherein the watermark key  
2 expires after a predefined period of time elapses,  
3 further comprising the step of obtaining a new watermark  
4 key for subsequent use in lieu of the expired watermark  
5 key, wherein the new watermark key defines a different  
6 one of the plurality of watermarks embedded in the  
7 object.

1 103. The method in claim 81 further comprising the step  
2 of downloading the object, via a network connection, from  
3 a first server.

1 104. The method in claim 103, wherein the watermark key  
2 expires after a predefined period of time elapses,  
3 further comprising the step of obtaining a new watermark  
4 key for subsequent use in lieu of the expired watermark  
5 key, wherein the new watermark key defines a different  
6 one of the plurality of watermarks embedded in the  
7 object.

1 105. The method in claim 103 wherein the value of the  
2 watermark key defines a pointer to a location in the  
3 object at which the specific one watermark appears.

1 106. The method in claim 105 wherein the location is a  
2 starting location.

1 107. The method in claim 105 wherein all of the plurality  
2 of said watermarks embedded in the object contain an  
3 identical watermark value.

1 108. The method in claim 107 wherein the identical  
2 watermark value contains a concatenation of a product  
3 identification value associated with the object and a  
4 vendor identification value associated with the object  
5 provider.

1 109. The method in claim 103 comprising the steps of:  
2 reading a license for the object, the license  
3 specifying an expected value of a first parameter and the  
4 usage rights of the object:

5 comparing the expected value of the first parameter  
6 against the actual value of the first parameter contained  
7 in the specific one watermark;

8 if the actual and expected values for first  
9 parameter do not identically match each other, preventing  
10 the object from being used.

1 110. The method in claim 109 further comprising the steps  
2 of:

3 obtaining an expected value of a second parameter  
4 communicated with the specific one object;

5 extracting, from the specific one watermark detected  
6 in the object, the actual value of the first parameter  
7 and an actual value of the second parameter;

8 comparing the expected values of the first and  
9 second parameters against the actual values of the first  
10 and second parameters, respectively; and

11 if the actual values of the first and second  
12 parameters identically and respectively match the  
13 expected values of the first and second parameters,  
14 permitting the object to be used in accordance with the  
15 usage rights specified in the license.

1 111. The method in claim 110 further comprising the step  
2 of verifying that the license is signed by the object  
3 provider specified through the actual value of the second  
4 parameter found in the specific one watermark.

1 112. The method in claim 110 wherein the first and second  
2 parameters comprise a product identification (PID) value  
3 and a vendor identification (VID) value, respectively.

1 113. The method in claim 109 wherein the license  
2 comprises a decryption key.

1 114. The method in claim 105 further comprising the step  
2 of obtaining the license from a second server and via a  
3 network connection existing between the computer system  
4 and the second server.

1 115. The method in claim 114 wherein the request for the  
2 license further comprises a public key value associated  
3 with the computer system; and the license further  
4 comprises the expected value of the first parameter and  
5 the usage rights.

1 116. The method in claim 115 further comprising the step  
2 of generating a request, via a network connection, to the  
3 second server for the license, wherein the request  
4 specifies the object.

1 117. The method in claim 116 wherein the license further  
2 comprises a signature generated through use of a public  
3 key associated with a provider of the object, the  
4 signature being a function of the expected watermark  
5 value, the usage rights.

1 118. The method in claim 116 further comprising the steps  
2 of:  
3 performing a license verifying operation by:  
4 verifying, using a predefined cryptographic  
5 parameter stored in the computer system, the public key

6 associated with the object provider so as to define a  
7 certified public key of the object provider; and  
8 verifying, using the certified public key of  
9 the object provider, the signature in the license as  
10 generated by the object provider so as to define a  
11 verified signature; and  
12 performing an extraction operation by extracting,  
13 from the verified signature, the expected value of the  
14 first parameter, the encryption key and the usage rights.

1 119. The method in claim 118 wherein the value of the  
2 watermark key defines a pointer to a location in the  
3 object at which the specific one watermark appears.

1 120. The method in claim 119 wherein the location is a  
2 starting location.

1 121. The method in claim 119 wherein all of the plurality  
2 of said watermarks embedded in the object contain an  
3 identical watermark value.

1 122. The method in claim 121 wherein the identical  
2 watermark value contains a concatenation of a product  
3 identification value associated with the object, as the  
4 first parameter, and a vendor identification value  
5 associated with the object provider.

1 123. The method in claim 118 further comprising the steps  
2 of:

3 decrypting the object, as downloaded by the object  
4 provider to the computer system, using the decryption key

5 specified in the license so as to yield a decrypted  
6 version of the object; and  
7 reading the value of the specific one watermark in  
8 the decrypted version of the object.

1 124. The method in claim 59 wherein the decryption key is  
2 a symmetric encryption key which has been previously  
3 used, by the object provider, to encrypt the object in  
4 order to produce the encrypted version of the object.

1 125. The method in claim 59, wherein the watermark key  
2 expires after a predefined period of time elapses,  
3 further comprising the step of obtaining a new watermark  
4 key for subsequent use in lieu of the expired watermark  
5 key, wherein the new watermark key defines a different  
6 one of the plurality of watermarks embedded in the  
7 object.

1 126. A computer readable medium having computer  
2 executable instructions stored therein for performing the  
3 steps of claim 79.

1 127. Apparatus for a networked client-server environment,  
2 for accessing a software object from a first server and  
3 using the object so accessed, the apparatus comprising:  
4 a client computer connected to the network, the  
5 client computer having:  
6 a processor; and  
7 a memory having computer executable  
8 instructions stored therein; and

9           wherein the processor, in response to the  
10 stored executable instructions:  
11           issues, in response to input information,  
12 a download request to the first server to download a file  
13 containing a software object;  
14           obtains the file containing a watermarked  
15 version of the software object from the first server;  
16           reads a specific one of a plurality of  
17 watermarks embedded in the software object downloaded  
18 from the first server so as to yield an actual watermark  
19 value, wherein the specific one watermark is defined by a  
20 predefined value of a watermark key previously provided  
21 to and stored within the client computer; and  
22           sets usage rights applicable to the object  
23 in response to the actual watermark value so as to  
24 control further use of the object by the client computer;  
25 and  
26           the first server connected to the network, wherein  
27 the server:  
28           in response to the download request, accesses  
29 the watermarked version of the software object, wherein a  
30 plurality of watermarks have been embedded into the  
31 object, and downloading the file containing the  
32 watermarked version of the software object to the client  
33 computer.

1       128. The apparatus in claim 127 wherein the software  
2 object is either a passive or active object, the passive  
3 object comprising content and the active object  
4 comprising executable code.

1 129. The apparatus in claim 128 wherein, the processor,  
2 in response to the stored instructions and as part of the  
3 usage rights setting operation, supplies the usage rights  
4 to an operating system executing in the client computer  
5 in order to set a protection state applicable to the  
6 software object.

1 130. The apparatus in claim 129 wherein the value of the  
2 watermark key defines a pointer to a location in the  
3 software object at which the specific one watermark  
4 appears.

1 131. The apparatus in claim 130 wherein the location is a  
2 starting location.

1 132. The apparatus in claim 130 wherein all of the  
2 plurality of said watermarks embedded in the software  
3 object contain an identical watermark value.

1 133. The apparatus in claim 130 wherein

2 the processor:

3 issues, in response to further input  
4 information, a request to a second server to obtain a  
5 license to use the software object, wherein the request  
6 specifies the software object;

7 compares an expected value of a first  
8 parameter contained in the license against an actual  
9 value of the first parameter contained in the specific  
10 one watermark;

11 if the actual and expected values for the  
12 first parameter do not identically match each other,



13 prevents the software object from being used by the  
14 client computer; and  
15 the first server, in response to the license  
16 request:  
17 generates a license specifying the  
18 expected value of the first parameter and the usage  
19 rights of the software object accorded to the client  
20 computer by the object provider; and  
21 transmits the license, via the network, to  
22 the client computer.

1 134. The apparatus in claim 133 wherein the processor, in  
2 response to the stored instructions:

3 obtains an expected value of a second parameter  
4 communicated with the specific one object;  
5 extracts, from the specific one watermark detected  
6 in the object, the actual value of the first parameter  
7 and an actual value of the second parameter;  
8 compares the expected values of the first and second  
9 parameters against the actual values of the first and  
10 second parameters, respectively; and  
11 if the actual values of the first and second  
12 parameters identically and respectively match the  
13 expected values of the first and second parameters,  
14 permits the object to be used in accordance with the  
15 usage rights specified in the license.

1 135. The apparatus in claim 134 wherein the processor in  
2 response to the stored instructions, verifies that the  
3 license is signed by the object provider specified

4 through the actual value of the second parameter found in  
5 the specific one watermark.

1 136. The apparatus in claim 134 wherein the first and  
2 second parameters comprise a product identification (PID)  
3 value and a vendor identification (VID) value,  
4 respectively.

1 137. The apparatus in claim 133 wherein the license  
2 further comprises a decryption key.

1 138. The apparatus in claim 137 wherein the request for  
2 the license further comprises a public key value  
3 associated with a provider of the object and a computer  
4 identification value both associated with the client  
5 computer.

1 139. The apparatus in claim 138 wherein the server, in  
2 response to the license request:  
3 accesses the watermarked object specified in the  
4 request;  
5 encrypts the watermarked object using a predefined  
6 encryption key; and  
7 generates a cryptographic signature using a public  
8 key associated with the provider of the object, wherein  
9 the signature is a function of the expected value of the  
10 first parameter and the usage rights.

1 140. The apparatus in claim 139 wherein the license  
2 request further comprises a computer identification  
3 number associated with the client computer, and the file  
4 downloaded to the client computer further comprises the  
5 public key of the server.

1 141. The apparatus in claim 140 wherein the server:  
2 establishes, in response to the request, an entry in  
3 a database associating the particular copy of the  
4 software object with the encryption key; and  
5 subsequently, in conjunction with issuing the  
6 license and in response to the computer identification  
7 value of the client computer, updates the entry to  
8 associate the particular copy of the software object with  
9 client computer.

1 142. The apparatus in claim 141 wherein the server, prior  
2 to encrypting the object, provides a fingerprint value  
3 with the object, the fingerprint uniquely identifying a  
4 particular copy of the object to be downloaded to the  
5 client computer, so as to define a fingerprinted  
6 watermarked object which, in turn, is downloaded to the  
7 client computer as the watermarked version of the  
8 software object.

1 143. The apparatus in claim 140 wherein the processor, in  
2 response to the stored instructions:  
3 performs a license verifying operation by:  
4 verifying, using a predefined cryptographic  
5 parameter stored in the client computer, the public key

6 associated with the object provider so as to define a  
7 certified public key of the object provider; and  
8 verifying, using the certified public key of  
9 the object provider, the signature in the license as  
10 generated by the object provider so as to define a  
11 verified signature; and

12 performs an extraction operation by extracting, from  
13 the verified signature, the expected value of the first  
14 parameter, the encryption key and the usage rights.

1 144. The apparatus in claim 143 wherein the value of the  
2 watermark key defines a pointer to a location in the  
3 watermarked object at which the specific one watermark  
4 appears.

1 145. The apparatus in claim 144 wherein the location is a  
2 starting location.

1 146. The apparatus in claim 143 wherein all of the  
2 plurality of said watermarks embedded in the object  
3 contain an identical watermark value.

1 147. The apparatus in claim 146 wherein the identical  
2 watermark value contains a concatenation of a product  
3 identification value associated with the object, as the  
4 first parameter, and a vendor identification value  
5 associated with the object provider.

1 148. The apparatus in claim 146 wherein the processor, in  
2 response to the stored instructions:

3        decrypts the object, as downloaded by the object  
4 provider to the client computer, using the decryption key  
5 specified in the license so as to yield a decrypted  
6 version of the object; and

7        reads the value of the specific one watermark in the  
8 decrypted version of the object.

1 149. The apparatus in claim 148 wherein the decryption  
2 key is a symmetric encryption key which has been  
3 previously used, by the object provider, to encrypt the  
4 object in order to produce the encrypted version of the  
5 object.

1 150. The apparatus in claim 143 wherein the computer  
2 identification value is a processor serial number.

1 151. The apparatus in claim 143 wherein the first and  
2 second servers are the same.

1 152. The apparatus in claim 143 wherein the watermark  
2 values contains a concatenation of a product  
3 identification value associated with the software object,  
4 as the first parameter, and a vendor identification value  
5 associated with the object provider.

1 153. In a networked client-server environment, a method  
2 for accessing a software object from a first server and  
3 using the object so accessed, the method comprising the  
4 steps of:

5           in a client computer connected to the network, the  
6       client computer having a processor, and a memory having  
7       computer executable instructions stored therein, the  
8       steps, performed in response to the executable  
9       instructions, of and

10           issuing, in response to input information, a  
11       download request to the first server to download a file  
12       containing a software object;

13           obtaining the file containing a watermarked  
14       version of the software object from the first server;

15           reading a specific one of a plurality of  
16       watermarks embedded in the software object downloaded  
17       from the first server so as to yield an actual watermark  
18       value, wherein the specific one watermark is defined by a  
19       predefined value of a watermark key previously provided  
20       to and stored within the client computer; and

21           setting usage rights applicable to the object  
22       in response to the actual watermark value so as to  
23       control further use of the object by the client computer;  
24       and

25           in the first server connected to the network, the  
26       steps, in response to the download request of:

27           accessing the watermarked version of the  
28       software object, wherein a plurality of watermarks have  
29       been embedded into the object; and

30           downloading the file containing the watermarked  
31       version of the software object to the client computer.

1 154. The method in claim 153 wherein the software object  
2 is either a passive or active object, the passive object  
3 comprising content and the active object comprising  
4 executable code.

1 155. The method in claim 154 wherein the usage rights  
2 setting step comprises the step of supplying the usage  
3 rights to an operating system executing in the client  
4 computer in order to set a protection state applicable to  
5 the software object.

1 156. The method in claim 155 wherein the value of the  
2 watermark key defines a pointer to a location in the  
3 software object at which the specific one watermark  
4 appears.

1 157. The method in claim 156 wherein the location is a  
2 starting location.

1 158. The method in claim 156 wherein all of the plurality  
2 of said watermarks embedded in the software object  
3 contain an identical watermark value.

1 159. The method in claim 156 further comprising the steps  
2 of:

3           in the client computer:  
4                 issuing, in response to further input  
5 information, a request to a second server to obtain a  
6 license to use the software object, wherein the request  
7 specifies the software object;

8                   comparing an expected value of a first  
9     parameter contained in the license against an actual  
10    value of the first parameter contained in the specific  
11    one watermark; and  
12                   if the actual and expected values for  
13    first parameter do not identically match each other,  
14    preventing the software object from being used by the  
15    client computer; and  
16                   in the first server, in response to the license  
17    request:  
18                   generating a license specifying the  
19    expected value of the first parameter and the usage  
20    rights of the software object accorded to the client  
21    computer by the object provider; and  
22                   transmitting the license, via the network,  
23    to the client computer.

1     160. The method in claim 159 further comprising the  
2     steps, in the client computer, of:  
3         obtaining an expected value of a second parameter  
4         communicated with the specific one object;  
5         extracting, from the specific one watermark detected  
6         in the object, the actual value of the first parameter  
7         and an actual value of the second parameter;  
8         comparing the expected values of the first and  
9         second parameters against the actual values of the first  
10        and second parameters, respectively; and  
11        if the actual values of the first and second  
12        parameters identically and respectively match the  
13        expected values of the first and second parameters,



14 permitting the object to be used in accordance with the  
15 usage rights specified in the license.

1 161. The method in claim 160 further comprising the  
2 step, in the client computer, of verifying that the  
3 license is signed by the object provider specified  
4 through the actual value of the second parameter found in  
5 the specific one watermark.

1 162. The method in claim 160 wherein the first and second  
2 parameters comprise a product identification (PID) value  
3 and a vendor identification (VID) value, respectively.

1 163. The method in claim 159 wherein the license further  
2 comprises a decryption key.

1 164. The method in claim 163 wherein the request for the  
2 license further comprises a public key value associated  
3 with a provider of the object and a computer  
4 identification value both associated with the client  
5 computer.

1 165. The method in claim 164 further comprising the  
2 steps, in the server and in response to the license  
3 request, of:

4       accessing the watermarked object specified in the  
5 request;

6       encrypting the watermarked object using a predefined  
7 encryption key; and

8       generating a cryptographic signature using a public  
9 key associated with the provider of the object, wherein

10 the signature is a function of the expected value of the  
11 first parameter and the usage rights.

1 166. The method in claim 165 wherein the license request  
2 further comprises a computer identification number  
3 associated with the client computer, and the file  
4 downloaded to the client computer further comprises the  
5 public key of the server.

1 167. The method in claim 166 further comprising the  
2 steps, in the server, of:

3 establishing, in response to the request, an entry  
4 in a database associating the particular copy of the  
5 software object with the encryption key; and

6 subsequently, in conjunction with issuing the  
7 license and in response to the computer identification  
8 value of the client computer, updating the entry to  
9 associate the particular copy of the software object with  
10 client computer.

1 168. The method in claim 167 further comprising the  
2 steps, in the server and, prior to encrypting the object,  
3 of providing a fingerprint value with the object, the  
4 fingerprint uniquely identifying a particular copy of the  
5 object to be downloaded to the client computer, so as to  
6 define a fingerprinted watermarked object which, in turn,  
7 is downloaded to the client computer as the watermarked  
8 version of the software object.

1 169. The method in claim 166 further comprising the  
2 steps, in the client computer, of:

3 verifying, using a predefined cryptographic  
4 parameter stored in the client computer, the public key  
5 associated with the object provider so as to define a  
6 certified public key of the object provider; and

7 verifying, using the certified public key of the  
8 object provider, the signature in the license as  
9 generated by the object provider so as to define a  
10 verified signature; and

11 extracting, from the verified signature, the  
12 expected value of the first parameter, the encryption key  
13 and the usage rights.

1 170. The method in claim 169 wherein the value of the  
2 watermark key defines a pointer to a location in the  
3 watermarked object at which the specific one watermark  
4 appears.

1 171. The method in claim 170 wherein the location is a  
2 starting location.

1 172. The method in claim 169 wherein all of the plurality  
2 of said watermarks embedded in the object contain an  
3 identical watermark value.

1 173. The method in claim 172 wherein the identical  
2 watermark value contains a concatenation of a product  
3 identification value associated with the object, as the  
4 first parameter, and a vendor identification value  
5 associated with the object provider.

1 174. The method in claim 172 further comprising the  
2 steps, in the client computer, of:

3       decrypting the object, as downloaded by the object  
4 provider to the client computer, using the decryption key  
5 specified in the license so as to yield a decrypted  
6 version of the object; and

7       reading the value of the specific one watermark in  
8 the decrypted version of the object.

1 175. The method in claim 174 wherein the decryption key  
2 is a symmetric encryption key which has been previously  
3 used, by the object provider, to encrypt the object in  
4 order to produce the encrypted version of the object.

1 176. In a networked client-server environment, apparatus  
2 for use in conjunction with a digital rights management  
3 system, the apparatus comprising:

4       a client computer connected to the network, the  
5 client computer having:

6           a processor;

7           a memory having computer executable  
8 instructions stored therein; and

9       an enforcer, contained within the digital  
10 rights management system, for controlling use of  
11 watermarked software objects, wherein the enforcer stores  
12 a predefined watermark key which defines a specific one  
13 of a plurality of watermarks embedded in the watermarked  
14 software object to be used by the enforcer in  
15 subsequently controlling use of each one of said  
16 watermarked software objects, and wherein the watermark

17 key expires after a predefined period of time elapses  
18 since said key was initially stored in the enforcer;  
19 wherein the processor, in response to the  
20 stored executable instructions:  
21 establishes a network connection to a  
22 server;  
23 issues a request to the server for a new  
24 watermark key; and  
25 utilizes either the predefined watermark  
26 key or the new watermark key, as received from the  
27 server, for the predefined watermark key for subsequent  
28 use in controlling access to the watermarked software  
29 objects until such time as the predefined key has expired  
30 after which the new watermark key is used instead; and  
31 the server, connected to the network, which, in  
32 response to the request:  
33 selects, if the predefined key has not been  
34 revoked for the client computer, another one of a  
35 predefined plurality of predetermined watermark keys for  
36 use in controlling access to the software watermarks  
37 objects as the new watermark key;  
38 sends the new watermark key to the client  
39 computer; and  
40 if the predefined key has been revoked, does  
41 not supply the new watermark key to the client computer.

1 177. The apparatus in claim 176 wherein the network  
2 connection comprises a secure connection.

1 178. The apparatus in claim 177 wherein the server is  
2 associated with a publisher of any one of the watermarked  
3 software objects or a vendor of said one object, or a  
4 watermarking authority.

1 179. The apparatus in claim 178 wherein:

2 the client computer, in response to the stored  
3 instructions and in conjunction with the request, also  
4 supplies the server with an existing certificate for a  
5 predefined public key associated with the client  
6 computer; and

7 the server, if the existing certificate for the  
8 public key has not been revoked by the server, provides  
9 the client computer with the new watermark key.

1 180. In a networked client-server environment, a method  
2 for use in conjunction with a digital rights management  
3 system,

4 in a client computer connected to a network, the  
5 client computer having: a processor; a memory having  
6 computer executable instructions stored therein; and an  
7 enforcer, contained within the digital rights management  
8 system, for controlling use of watermarked software  
9 objects, wherein the enforcer stores a predefined  
10 watermark key which defines a specific one of a plurality  
11 of watermarks embedded in the watermarked software object  
12 to be used by the enforcer in subsequently controlling  
13 use of each one of said watermarked software objects, and  
14 wherein the watermark key expires after a predefined  
15 period of time elapses since said key was initially  
16 stored in the enforcer; wherein the method comprises the

17 steps, upon expiration of the watermark key, performed by  
18 the processor, in response to the stored executable  
19 instructions, of:

20           establishing a network connection to a server;  
21           issuing a request to the server for a new  
22 watermark key; and  
23           utilizes either the predefined watermark key or  
24 the new watermark key, as received from the server, for  
25 the predefined watermark key for subsequent use in  
26 controlling access to the watermarked software objects  
27 until such time as the predefined key has expired after  
28 which the new watermark key is used instead; and

29           in the server, connected to the network and, in  
30 response to the request, the steps of:

31           selecting, only if the predefined key has not  
32 been revoked for the client computer, another one of a  
33 predefined plurality of predetermined watermark keys for  
34 use in controlling access to the software watermarks  
35 objects as the new watermark key;

36           sending the new watermark key to the client  
37 computer; and

38           if the predefined key has been revoked, not  
39 sending the new watermark key to the client computer.

1   181. The method in claim 180 wherein the network  
2 connection comprises a secure connection.

1   182. The method in claim 181 wherein the server is  
2 associated with a publisher of any one of the watermarked  
3 software objects or a vendor of said one object, or a  
4 watermarking authority.

1 183. The method in claim 182 further comprising the steps  
2 of:

3 in the client computer and in response to the stored  
4 instructions and in conjunction with the request:

5 supplying the server with an existing  
6 certificate for a predefined public key associated with  
7 the client computer; and

8 in the server, if the existing certificate for the  
9 public key has not been revoked by the server, providing  
10 the client computer with a new certificate, for the new  
11 watermark key.

1 184. In a networked client-server environment, apparatus  
2 for obtaining a watermark key for use in a digital rights  
3 management system, the apparatus comprising:

4 a client computer connected to the network, the  
5 client computer having:

6 a processor;  
7 a memory having computer executable  
8 instructions stored therein; and

9 an enforcer, contained within the digital  
10 rights management system, for controlling use of  
11 watermarked software objects, wherein the enforcer is  
12 capable of storing a predefined watermark key which  
13 defines a specific one of a plurality of watermarks  
14 embedded in the watermarked software object to be used by  
15 the enforcer in subsequently controlling use of each one  
16 of said watermarked software objects;

17 wherein, if the enforcer does not then possess  
18 the watermark key, the processor, in response to the  
19 stored executable instructions:



20                   establishes a network connection to a  
21   server;  
22                   issues a request to the server for a  
23   watermark key; and  
24                   stores the watermark key, received from  
25   the server, within the enforcer for subsequent use in  
26   controlling access to watermarked software objects; and  
27   the server, connected to the network, which, in  
28   response to the request:  
29                   selects, one of a predefined plurality of  
30   predetermined watermark keys for use in controlling  
31   access to the software watermarked objects as the  
32   watermark key;  
33                   downloads the watermark key to the client  
34   computer.

1   185. The apparatus in claim 184 wherein the request  
2   contains a public key associated with the client computer  
3   and  
4   the server, in response to the request:  
5                   encrypts the watermark key using the public key  
6   of the client computer so as to yield the encrypted key;  
7   and  
8                   downloads the encrypted key to the client  
9   computer as the watermark key; and  
10   the client computer:  
11                   upon receipt of the watermark key, decrypts the  
12   encrypted key using a private key associated with the  
13   client computer so as to yield a decrypted key; and  
14                   stores the decrypted key as the watermark key.

1 186. The apparatus in claim 185 wherein the network  
2 connection comprises a secure connection.

1 187. The apparatus in claim 186 wherein the server is  
2 associated with a publisher of any one of the watermarked  
3 software objects or a vendor of said one object, or a  
4 watermarking authority.

1 188. In a networked client-server environment, a method  
2 for obtaining a watermark key for use in a digital rights  
3 management system,

4 in a client computer connected to a network, the  
5 client computer having: a processor; a memory having  
6 computer executable instructions stored therein; and an  
7 enforcer, contained within the digital rights management  
8 system, for controlling use of watermarked software  
9 objects, wherein the enforcer is capable of storing a  
10 predefined watermark key which defines a specific one of  
11 a plurality of watermarks embedded in the watermarked  
12 software object to be used by the enforcer in  
13 subsequently controlling use of each one of said  
14 watermarked software objects; wherein the method  
15 comprises the steps, performed by the processor, if the  
16 enforcer does not then possess the watermark key and in  
17 response to the stored executable instructions, of:

18 establishing a network connection to a server;  
19 issuing a request to the server for a watermark  
20 key; and

21 storing the watermark key, received from the  
22 server, within the enforcer for subsequent use in  
23 controlling access to watermarked software objects; and

24           in the server, connected to the network and in  
25   response to the request:  
26           selecting, one of a predefined plurality of  
27   predetermined watermark keys for use in controlling  
28   access to the software watermarked objects as the  
29   watermark key;  
30           downloading the watermark key to the client  
31   computer.

1   189. The method in claim 188, wherein the request  
2   contains a public key associated with the client  
3   computer, comprising the steps of:

4           in the server, in response to the request:  
5           encrypting the watermark key using the public  
6   key of the client computer so as to yield the encrypted  
7   key; and  
8           downloading the encrypted key to the client  
9   computer as the watermark key; and  
10          in the processor, in response to the stored  
11   instructions:  
12          upon receipt of the watermark key, decrypting  
13   the encrypted key using a private key associated with the  
14   client computer so as to yield a decrypted key; and  
15          storing the decrypted key as the watermark key.

1   190. The method in claim 189 wherein the network  
2   connection comprises a secure connection.

1   191. The method in claim 190 wherein the server is  
2   associated with a publisher of any one of the watermarked



Abstract of the Disclosure

A technique for imparting substantial break-once-run-everywhere (BORE) resistance to passive and active software objects, and for controlling access and use of resulting protected objects by a client computer (400). Specifically, a relatively large number, n, of identical watermarks (1720) are embedded throughout a software object (1700), through use of n different secret watermark keys to form a protected object, with each key defining a pointer to a location in the protected object at which a corresponding watermark appears. Once a user has downloaded a protected object through a client computer, the user transacts with a publisher's web server (335) to obtain an electronic license, cryptographically signed by the publisher to an enforcer (600, 600') located in that client computer, which specifies rights, which the publisher accords, for accessing and using this object, to this computer and an "expected" value of a parameter contained in the watermarks. The enforcer is equipped with only one of the n watermark keys. Whenever the client computer attempts to access a file containing the protected object, the enforcer examines the object using its secret watermark key. If the object contains a watermark appearing at a location specified by the enforcer's watermark key, a digital rights management system (456) executing in a client operating system (454) accesses a license database (570) to determine whether a signed license made to the enforcer and linked, via the publisher's cryptographic signature, to this protected

30      object resides in that database. If no such license  
exists, the enforcer inhibits any further access to the  
object. Otherwise, the enforcer determines whether: the  
"expected" parameter value matches an actual value for  
the same parameter detected in a watermark contained in  
35      the object, and the license is signed by the vendor whose  
identification is embedded in the watermark; and, if so,  
permits access to the object in accordance with the  
rights specified in the license.

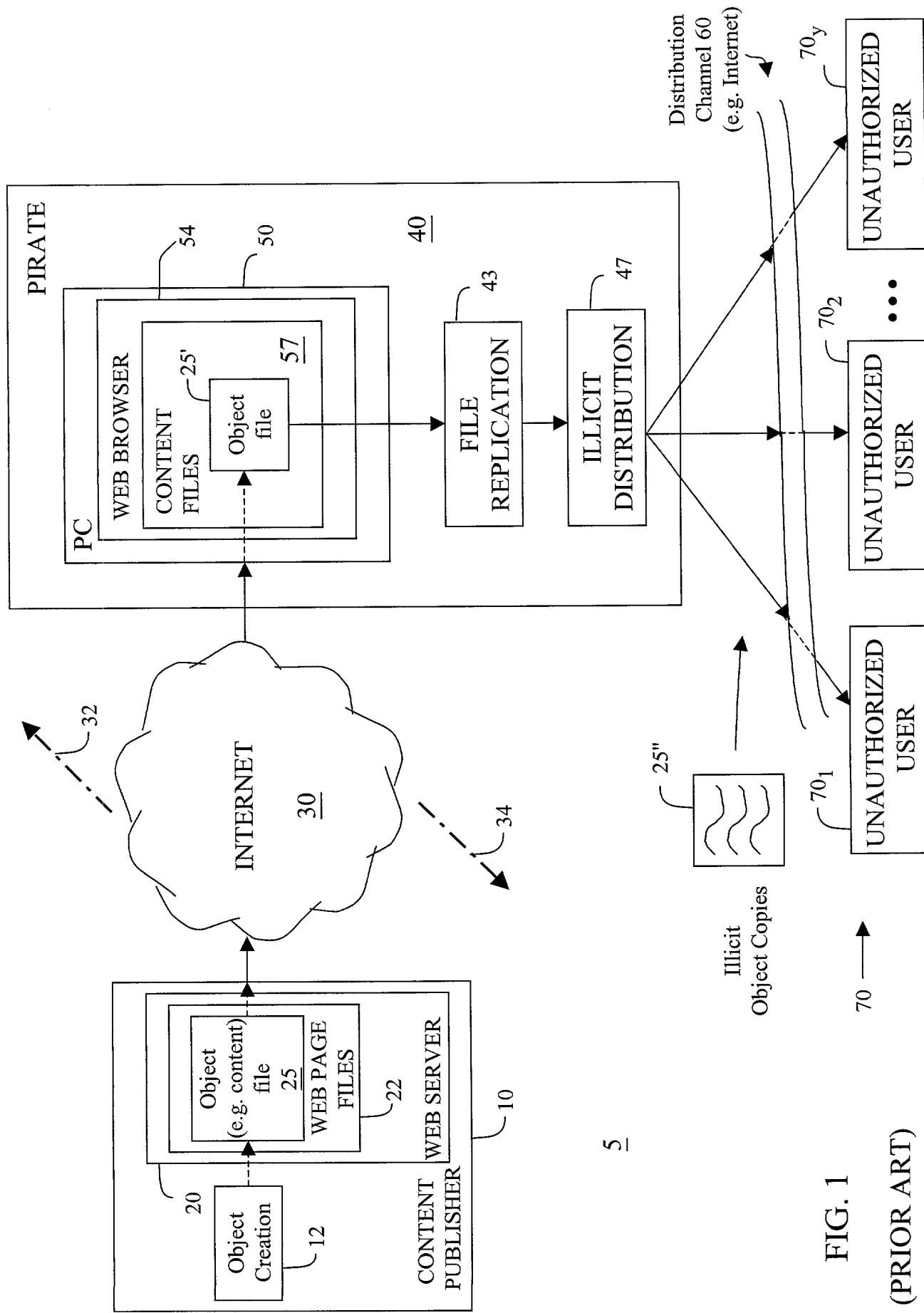


FIG. 1  
(PRIOR ART)

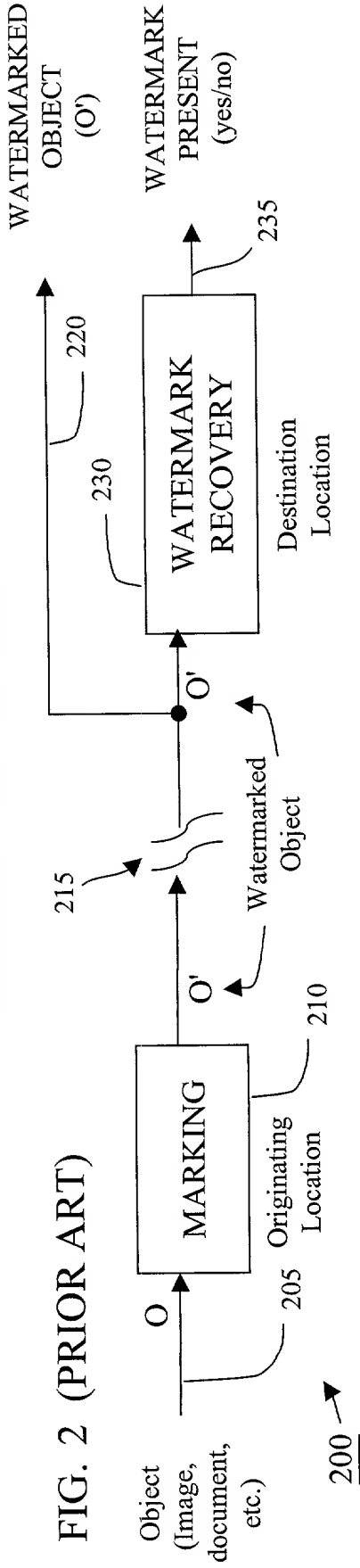


FIG. 3

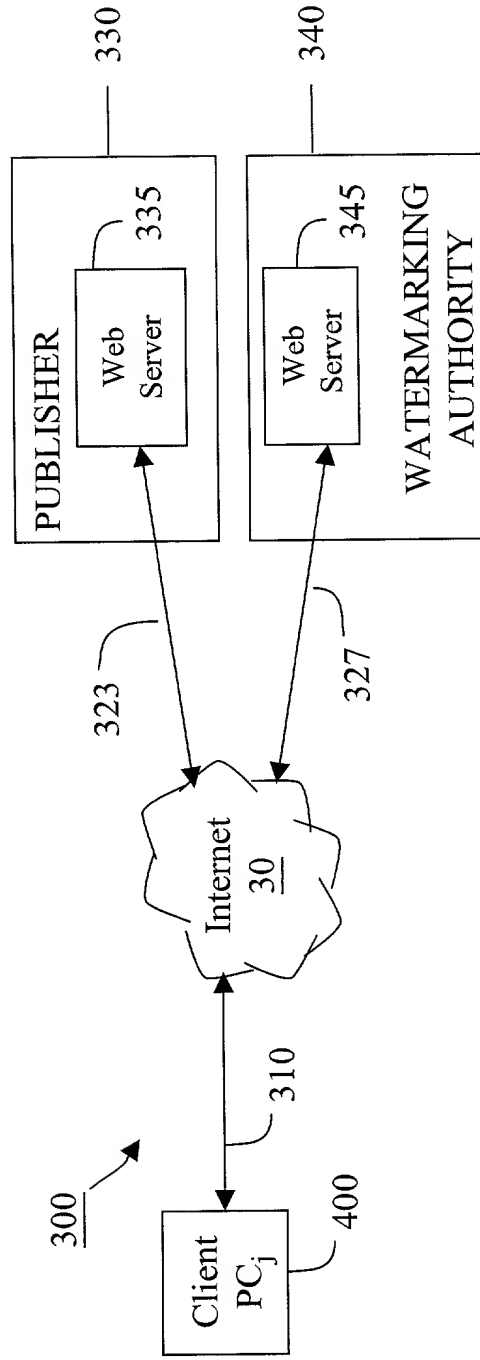
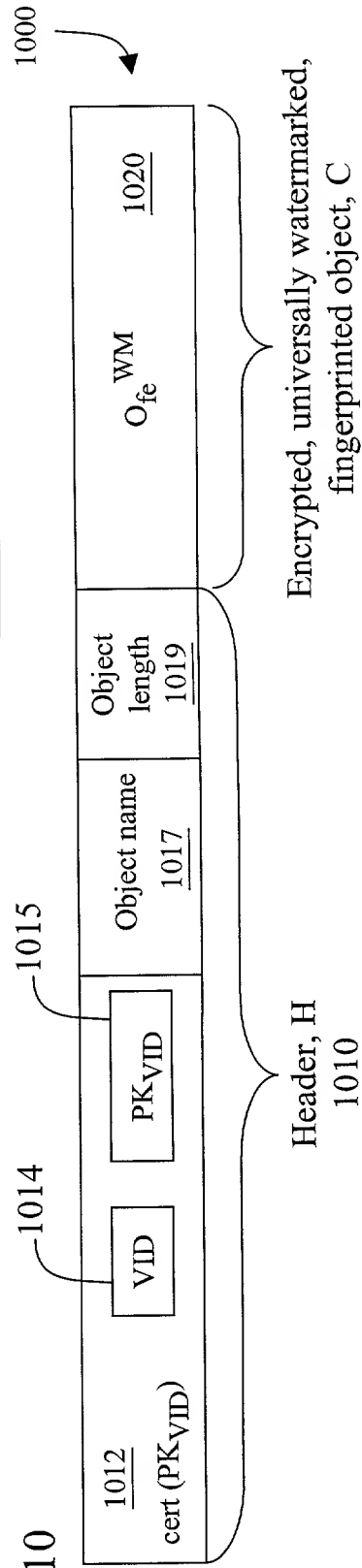
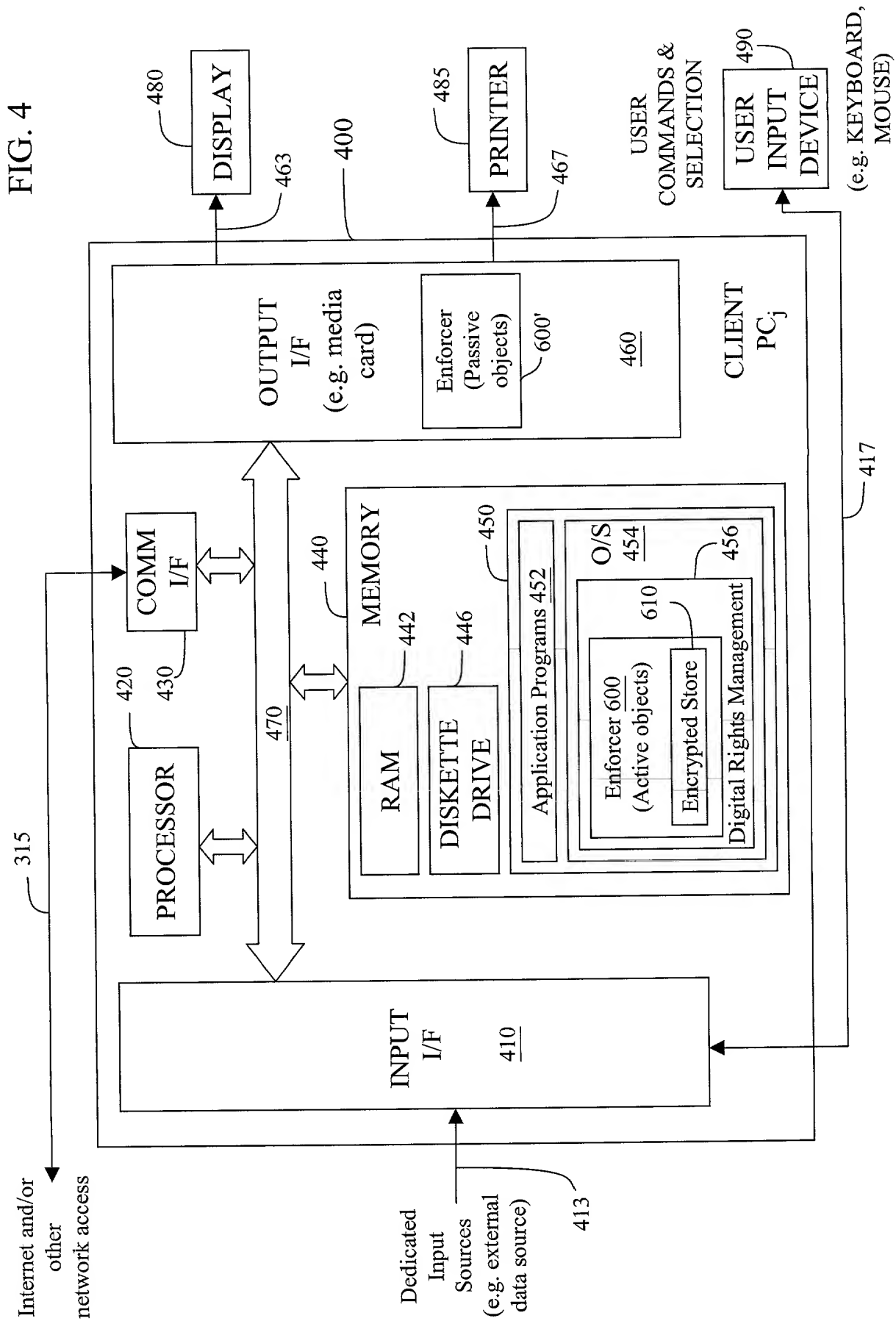


FIG. 10







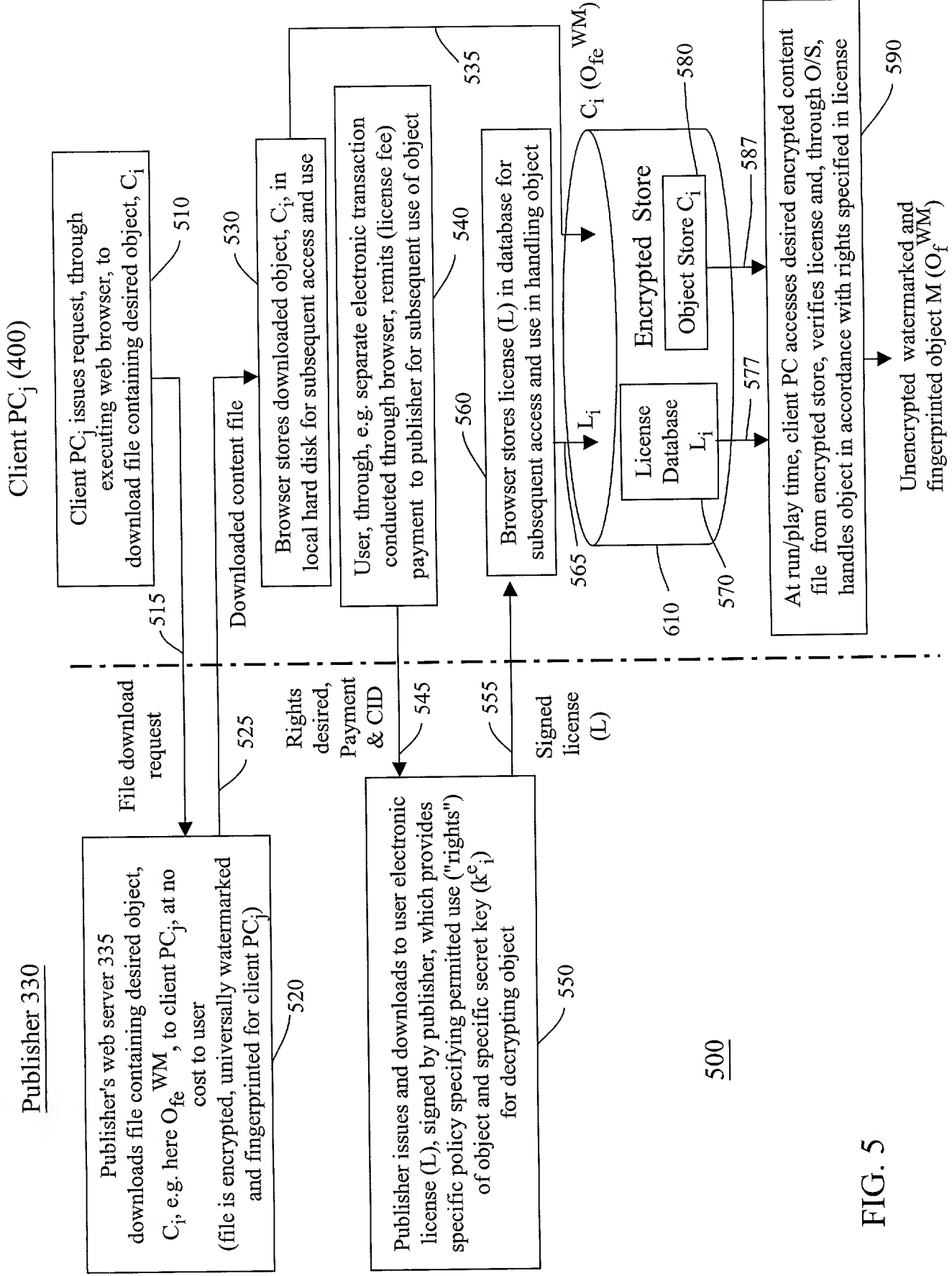


FIG. 5

From content (e.g. publisher's) web server:  
header  $H_i$ , license  $L_i$ ,  $WM_i$   
encrypted object  $C_i$  (e.g.  $O_{fe}$ )

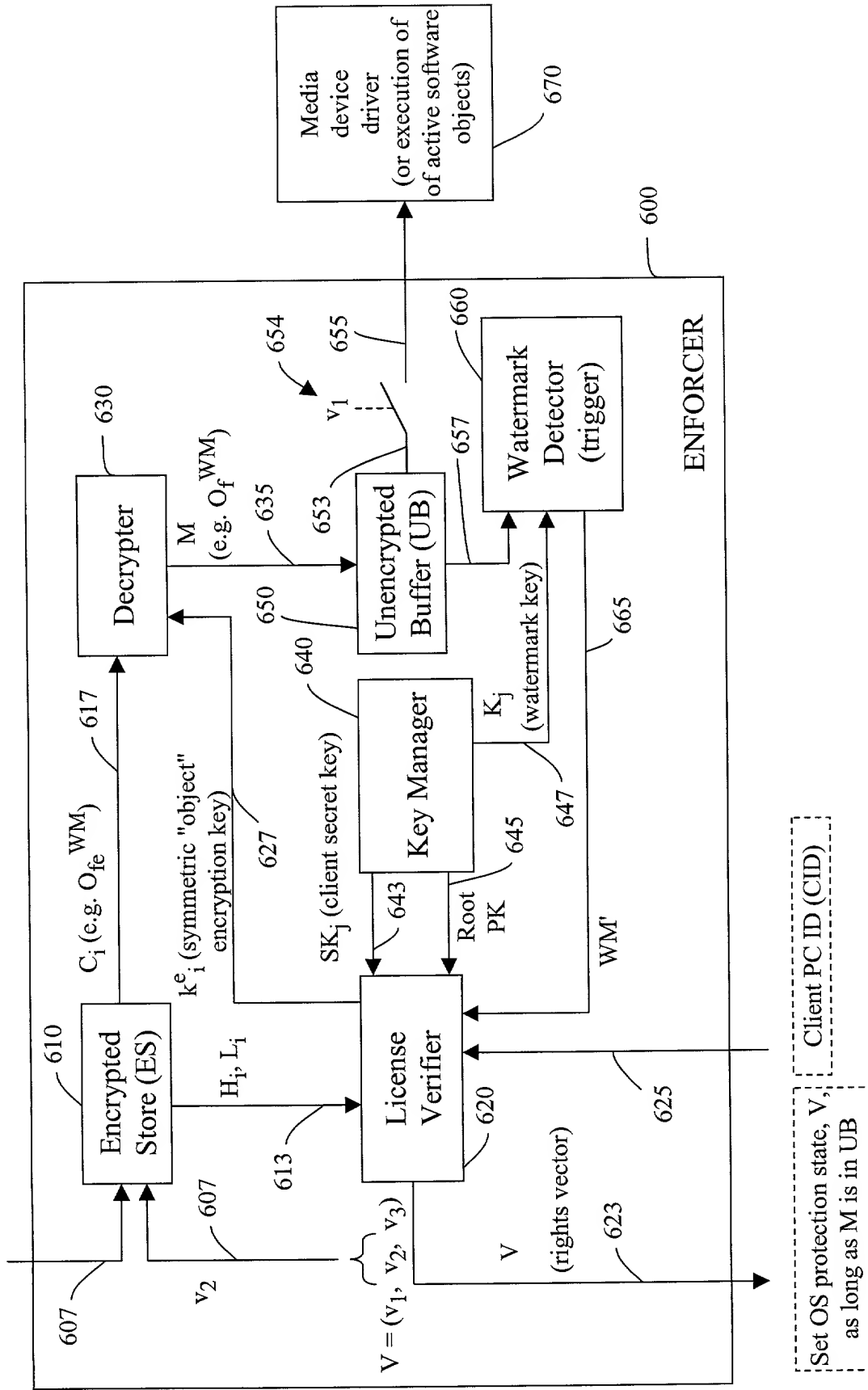


FIG. 7

700

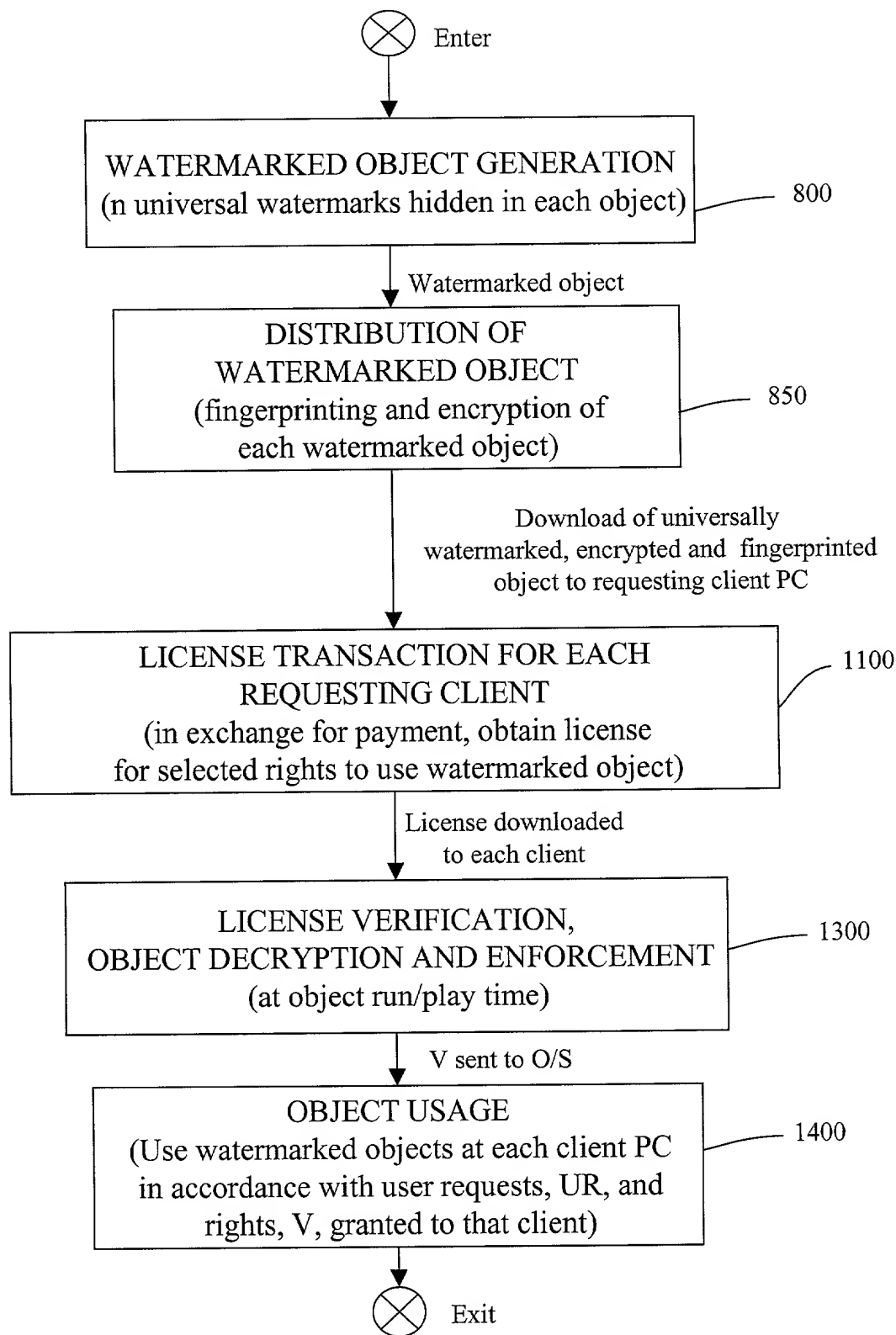
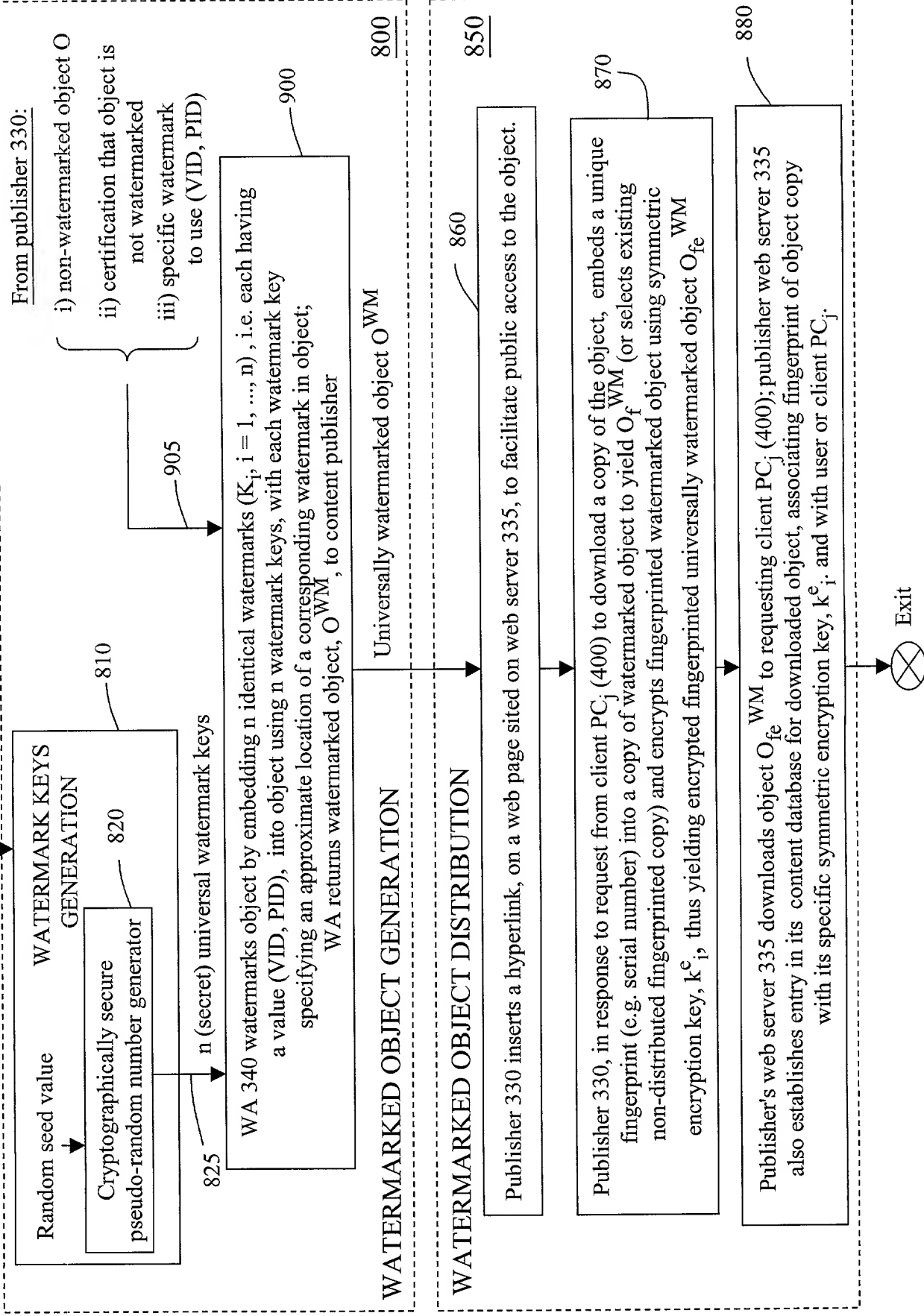


FIG. 8



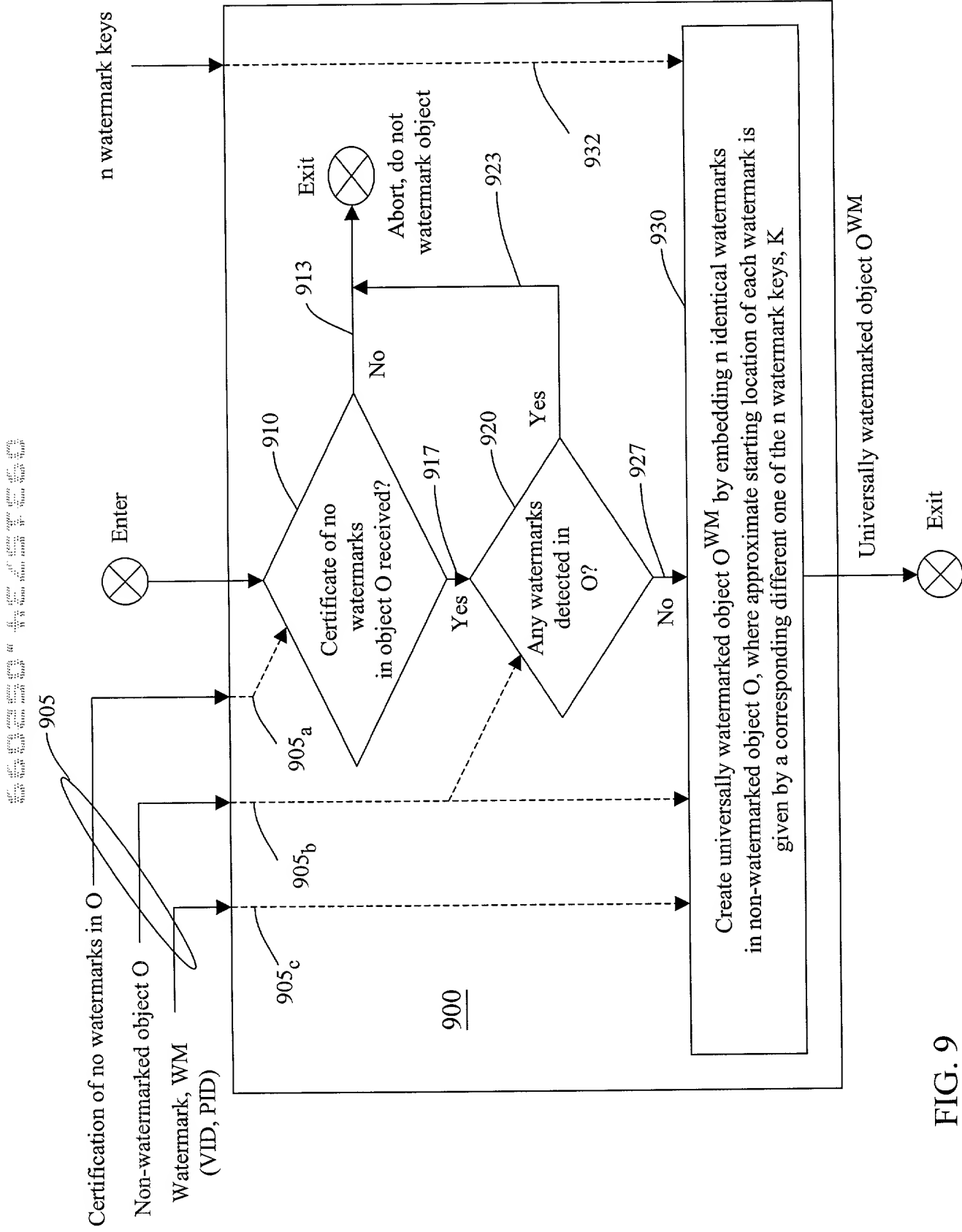
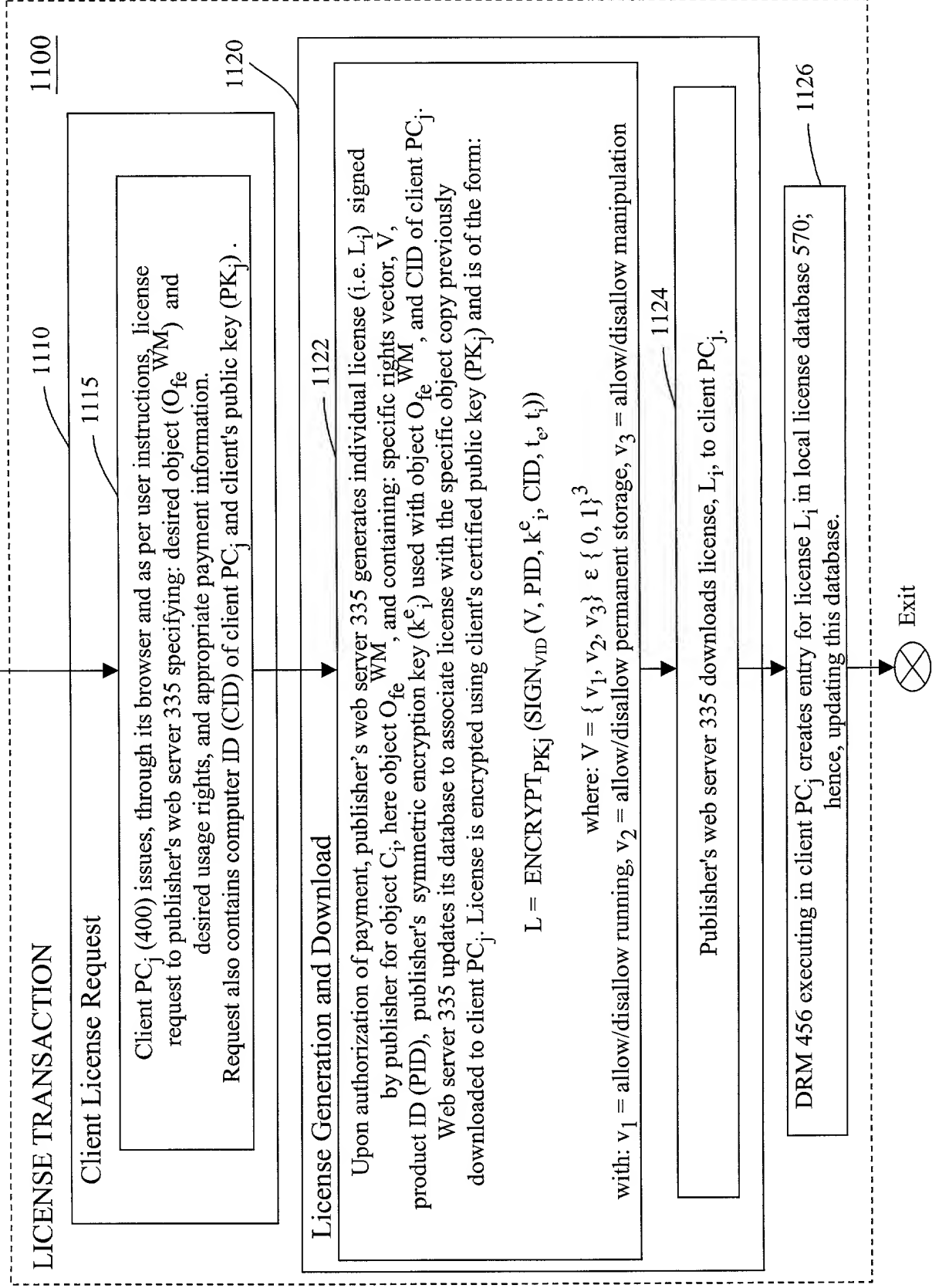


FIG. 9

FIG. 11



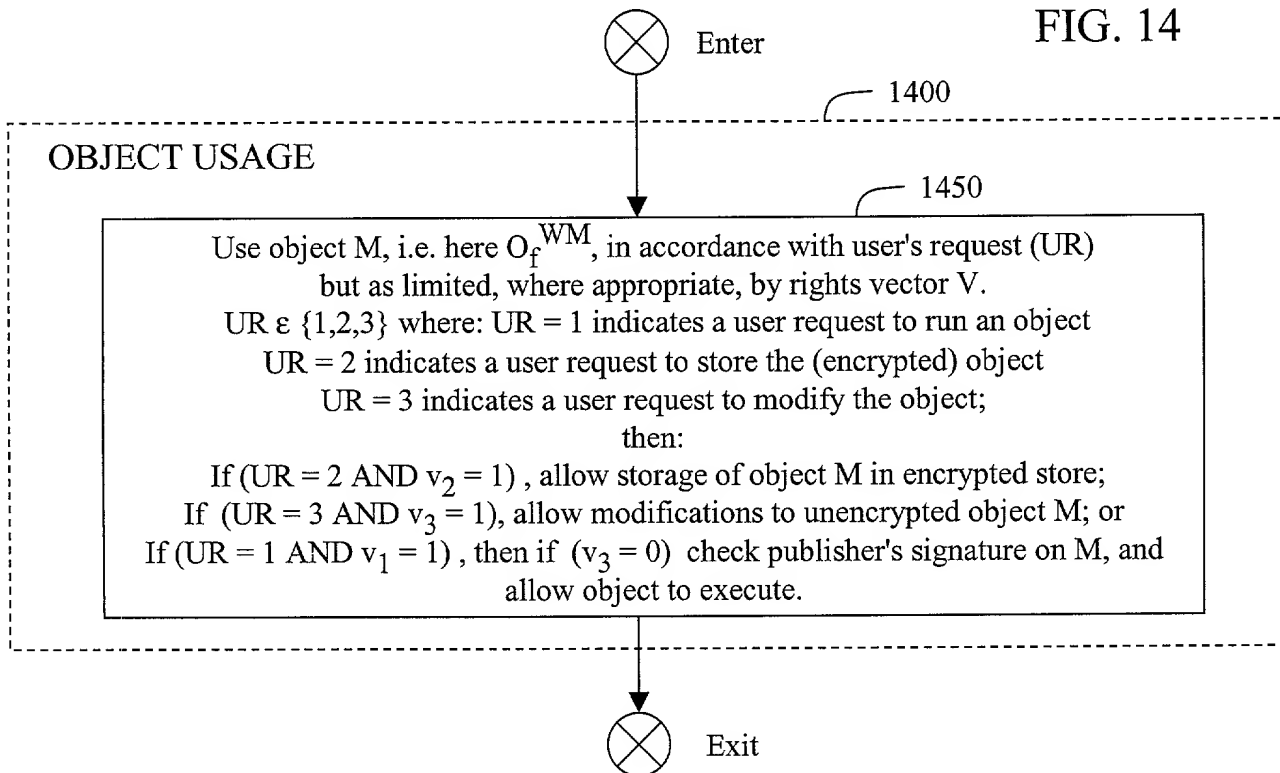
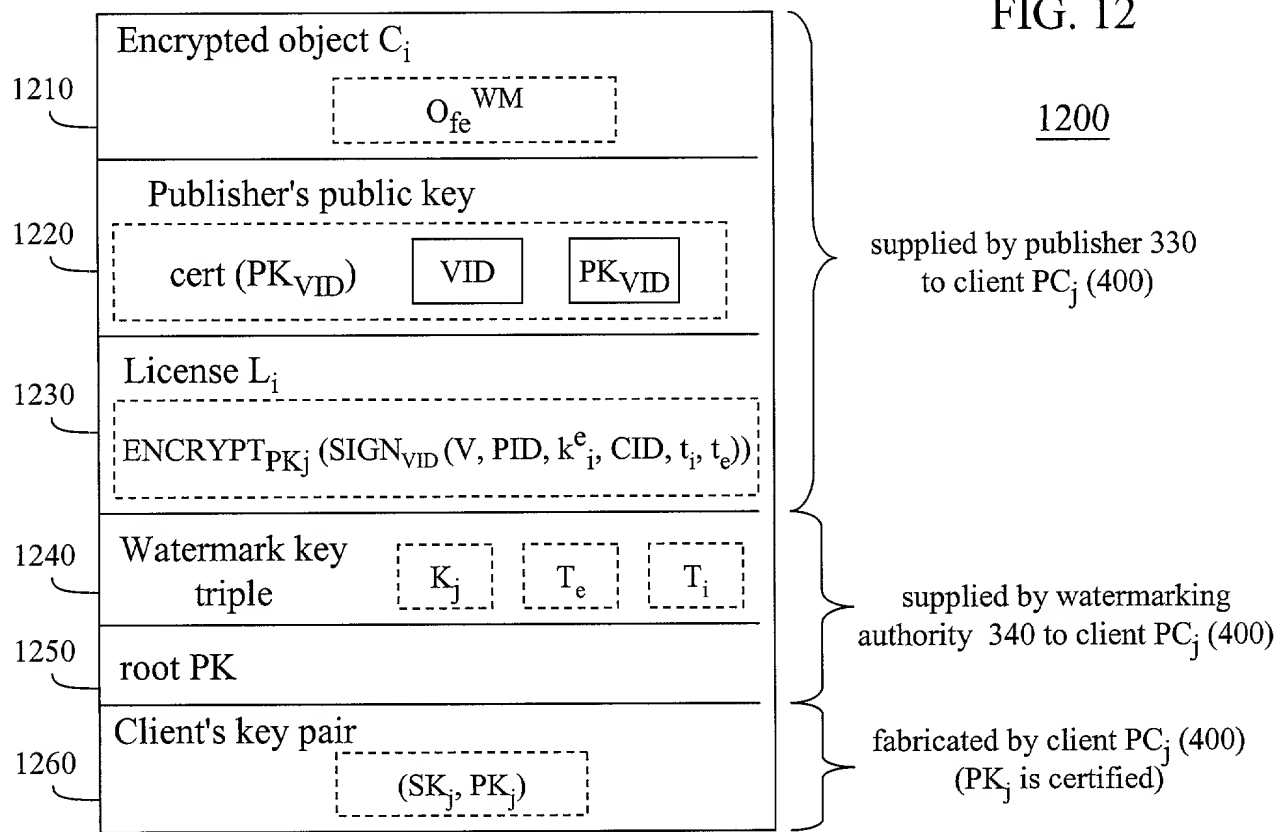




FIG. 13A

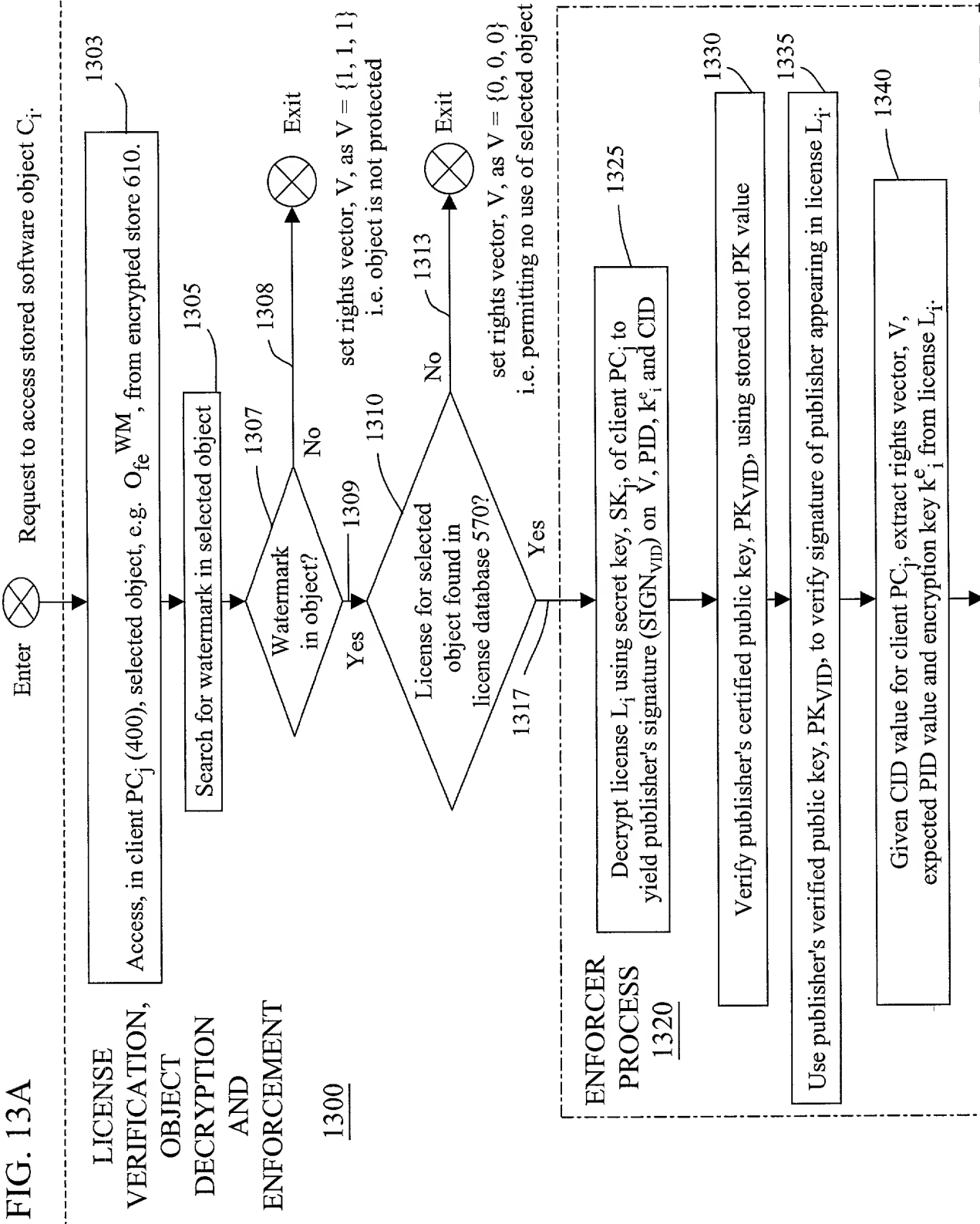


FIG. 13B

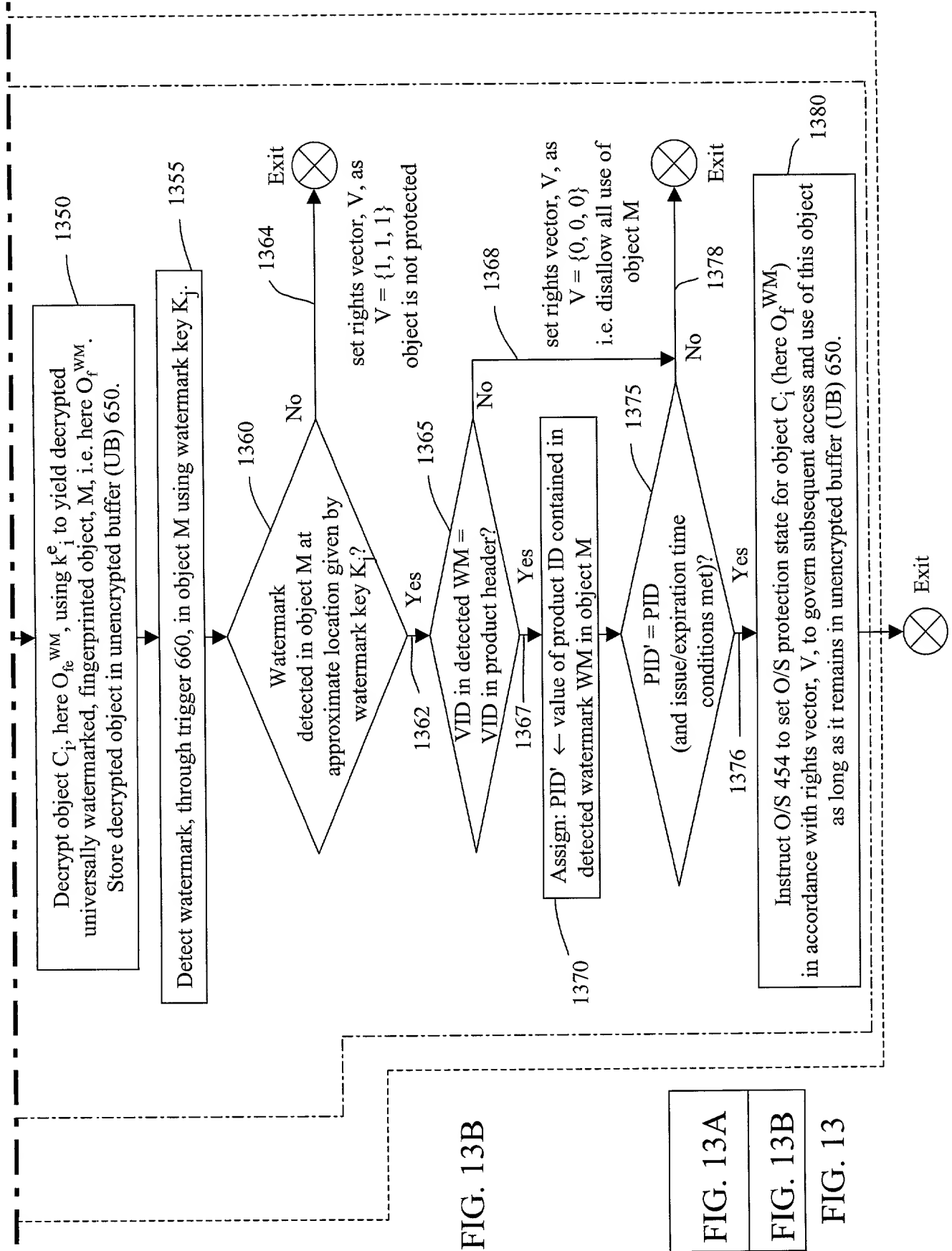


FIG. 13A

FIG. 13B

FIG. 13

# FIG. 15 -- CLIENT WATERMARK KEY ASSIGNMENT PROCESS

1500

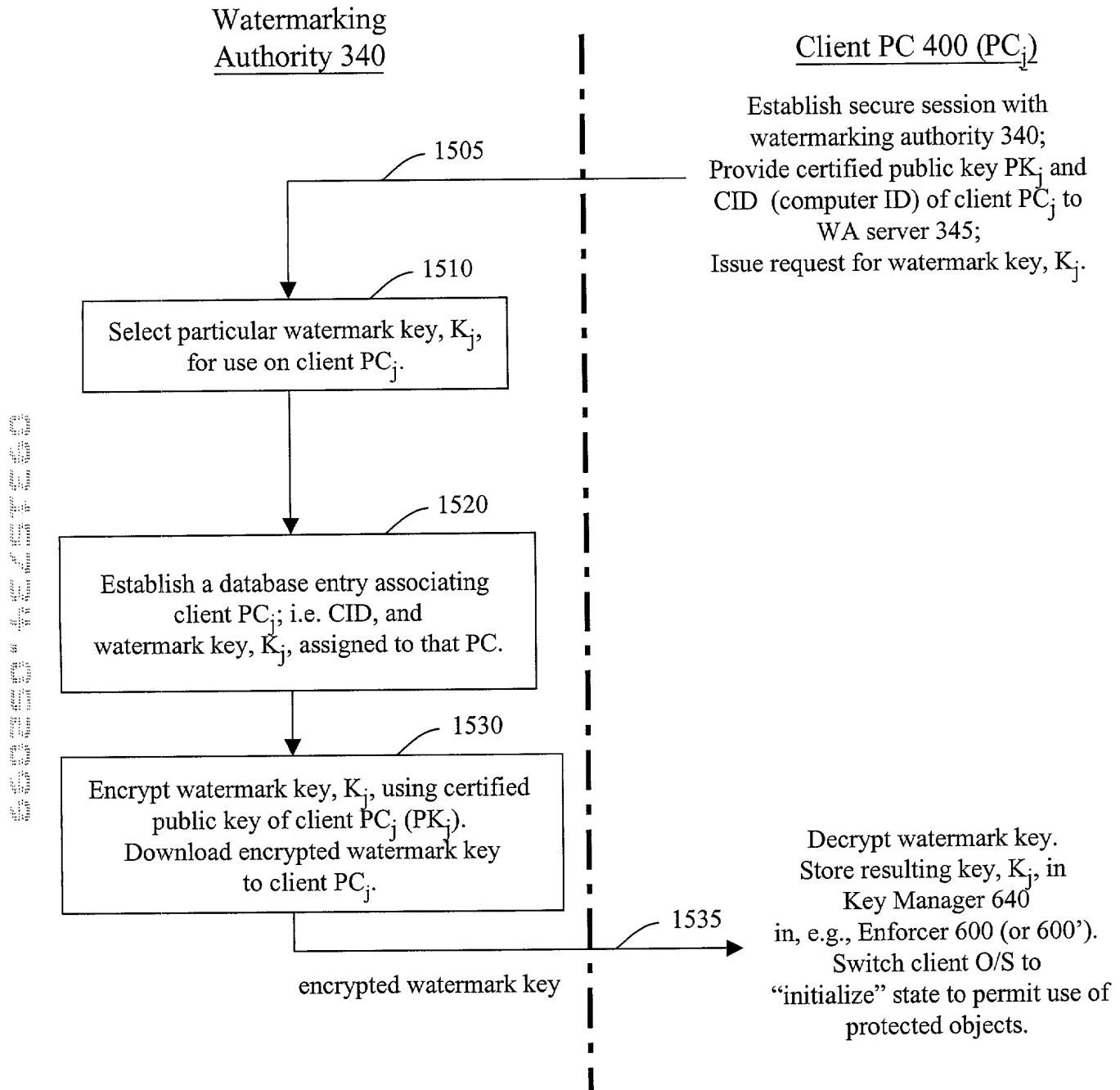


FIG. 16 -- NEW WATERMARK KEY  
PROVISIONING PROCESS

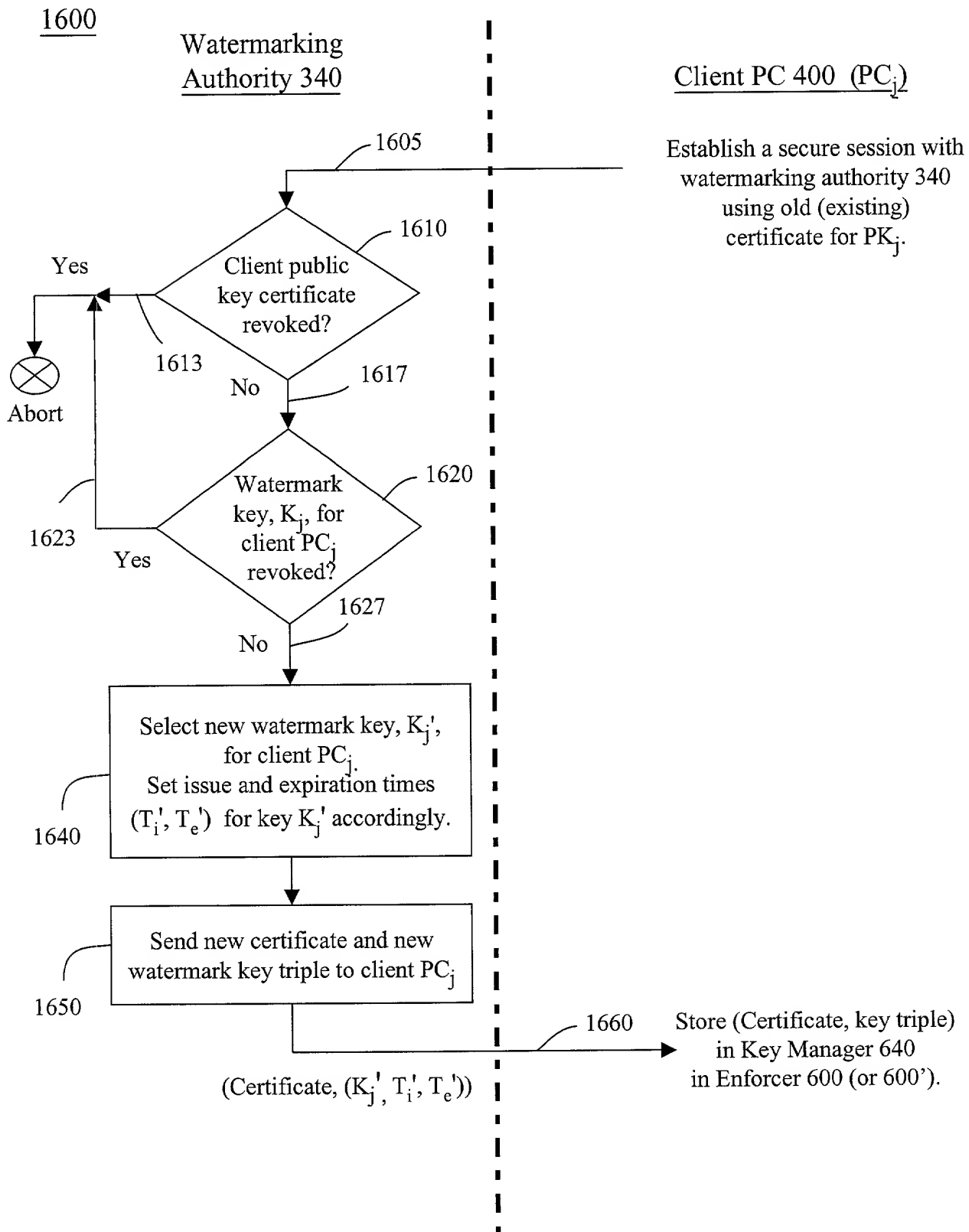
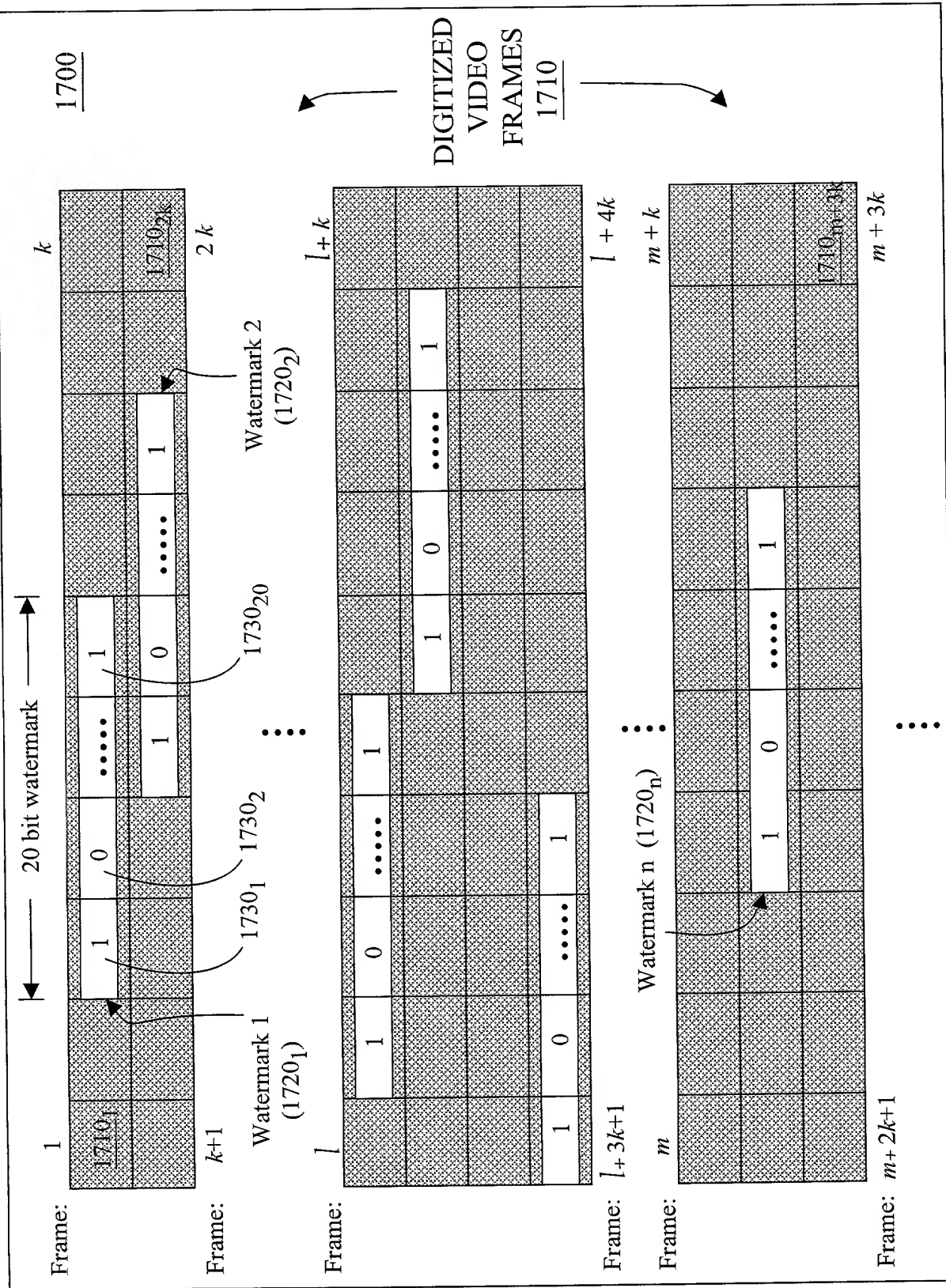


FIG. 17





**DECLARATION AND  
POWER OF ATTORNEY**  
(Utility Patent Application)

As a below named inventor, I hereby declare:

My residence, post office address and citizenship are as stated below next to my name,

I believe I am the original, first and sole inventor (if only one name is listed below) or an original, first and joint inventor (if plural names are listed below), of the subject matter which is claimed and for which a patent is sought on the invention entitled:

**A LICENSE-BASED CRYPTOGRAPHIC TECHNIQUE, PARTICULARLY  
SUITED FOR USE IN A DIGITAL RIGHTS MANAGEMENT SYSTEM,  
FOR CONTROLLING ACCESS AND USE OF BORE RESISTANT  
SOFTWARE OBJECTS IN A CLIENT COMPUTER**

the specification of which:

XX is attached hereto

— was filed on \_\_\_\_\_ as Application Serial  
No. \_\_\_\_\_ with amendment(s) filed \_\_\_\_\_  
— was filed as PCT international application:  
serial number \_\_\_\_\_ on \_\_\_\_\_  
and was amended under PCT Article 19 on \_\_\_\_\_

I hereby state that I have reviewed and understand the contents of the above-identified specification, including the claims, as amended by any amendment referred to above.

I acknowledge the duty to disclose information which is material to the patentability of this application in accordance with Title 37, Code of Federal Regulations section 1.56.

I hereby claim foreign priority benefits under Section 119 of Title 35, United States Code for the above-identified US patent application based on the patent or inventor's certificate identified below and having a filing date before that of the US patent application for which priority is claimed:

<u>Application No</u>	<u>Country</u>	<u>Filing Date</u>	<u>Priority Claimed under 35 USC 119</u>
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NONE

I hereby claim the benefit under Section 120 and/or Section 119(e) of Title 35 of the United States Code of any United States application(s) listed below and, insofar as the subject matter of each of the claims of this application is not disclosed in the prior United States application in the manner provided by Section 112 of Title 35 of the United States Code, I acknowledge the duty to disclose material information, as defined in Section 1.56 of Title 37 of the Code of Federal Regulations, which occurred between the filing date of the prior application and the national or PCT international filing date of this application:

<u>Application Serial No.</u>	<u>Filing Date</u>	<u>Status</u>		
		<u>Patented</u>	<u>Pending</u>	<u>Abandoned</u>
NONE				

Power of attorney:

As a named inventor, I hereby appoint:

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as my attorneys to prosecute this application and to transact all business in the United States Patent and Trademark Office in connection therewith.

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I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information



and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code and that such willful false statements may jeopardize the validity of the application or any patent issued thereon.

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Date: May 18, 1993